COLD WAR GONE HOT

WORLD WAR III 1986

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A FORCE ON FORCE COMPANION

AMBUSH ALLEY GAMES

OSPREY PUBLISHING

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INTRODUCTION

The Cold War has been a perennial favorite among armchair generals for years. The potential conflict between the Soviet Union and its allies in the Warsaw Pact versus the United States and NATO holds a deep-seated fascination for gamers of all types, but especially miniatures players.

But what underlies that fascination?

Unlike most historical conflicts, there is no battle to recreate nor after action report to debate. The superpowers never came into direct conflict during the more-than-50-year stalemate. They worked through proxies to thwart the aims of their opponents. Korea, Vietnam, the Arab–Israeli conflicts, Afghanistan and other wars were all part of a game of move and countermove carefully balanced to block aggression, but never to the point of direct confrontation between the conventional armies of the major powers.

To be sure, many of the arms and equipment of Cold War combatants got a thorough workout in these secondary conflicts. New technology, weapons and tactics were battle tested, then countered by new technology, weapons and tactics introduced by the other side in a continual game of one-upmanship, so there is plenty known about how the weapons performed. But the superpowers never wielded these weapons *tête-à-tête*.

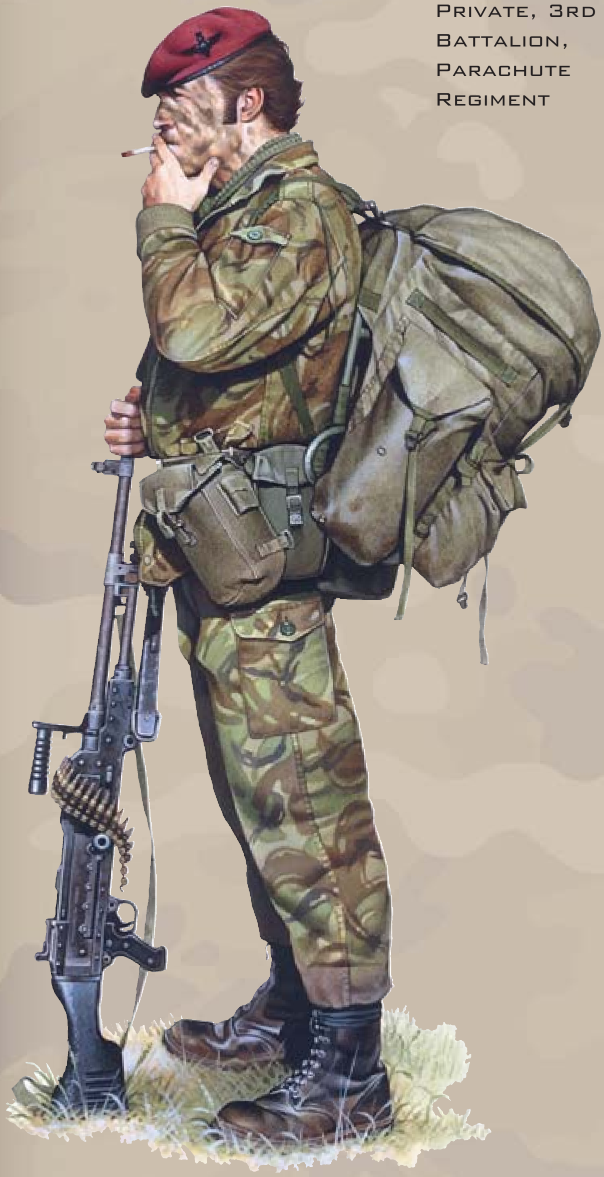
What this leaves is a long period of history (in which all but the youngest of us grew up), with the constant escalation of conventional forces, weapons and stratagems with no clear battlefield "resolution." Who would have won? The historic tearing down of the Berlin Wall left us with a clear victor, but not in a traditional test of arms sense. It's a question that nags the historian and gamer alike.

NATO'S NIGHTMARE – THE BEAR LOOSE FROM HIS CAGE

Even the thought of a conventional Cold War is highly controversial. In hindsight and thanks to Gorbachev's policy of *Glasnost*, we now know that the one thing the Soviet Union feared the most was a conventional conflict. The giant Russian Bear was less of a giant and less of a bear than the West believed it to be. Additionally, many strategic thinkers still believe the idea of a direct superpower confrontation that did not escalate into a nuclear exchange is preposterous.

And therein lies the answer to our obsession: 50+ years of tension, threat and controversy with little release, little likelihood of resolution in a purely conventional sense, yet replete with military advancements and buildups. If ever there were a "what if" trap for a wargamer to fall into, it's the Cold War.

Most of us at Ambush Alley Games hold the Cold War fascination, too. This supplement for *Force on Force* contains scenarios, special rules, tables of organization and vehicle/weapon statistics to let you answer the "who would win?" question on your own tabletop.



Private, 3rd Battalion, Parachute Regiment

We've divided the scenarios into three broad categories:

Cold War Fears: The main thrust of these scenarios is getting back into the mindset that existed during the 1980s when NATO and the US were desperately trying to figure out a way to survive the perceived Soviet/Warsaw Pact superiority in numbers and capabilities.

Cold War Realities: The declassification of documents on both sides shows that the Soviet Union was a lot tougher on paper than in reality. Would the Soviets have even been able to achieve a breakthrough? How quickly would NATO have been able to halt the initial Soviet thrust and go on the offensive? Would Soviet combat experience in Afghanistan influence European operations? The scenarios here feature a much more aggressive NATO.

Cold War Fantasies: This selection of scenarios depicts some beloved themes of fiction and film, as well as some new twists of our own devising. Now you can fight the Cold War from the streets of Midwestern USA or the rooftops of Leningrad to the subzero wastes of the Arctic Circle.

We took this approach to provide you with maximum gaming flexibility. There should be scenarios in this book that will fit your view of the War That Never Was, whatever it might be. We hope you have as much fun playing *Cold War Gone Hot* as we've had putting it together for you. Keep your tanks hull down and your columns moving!

SPECIAL RULES FOR COLD WAR GONE HOT

VEHICLE MOUNTED ATGMS

Vehicle mounted ATGMs are treated differently than those fired by infantry. This reflects the advantages of the vehicle mount itself and the extra protection a vehicle offers the gunner firing the ATGM, while taking into account the (generally) more difficult procedure for reloading a vehicle mounted launcher.

Vehicle mounted ATGMs are not required to make Troop Quality test before firing.

Vehicle mounted ATGM crews are not subject to Suppression fire from target vehicles.

No matter how many launchers it carries, a vehicle or infantry ATGM team can only fire once per turn. Target acquisition, missile flight time, and reloading preclude more rapid fire.

Long Minimum Arming Distance (Optional)

The core *Force on Force* rules state that ATGMs have a minimum range of 6" and targets closer than 6" cannot be engaged by ATGMs. This rule abstracts the minimum arming distance for ATGMs and saves players from consulting a chart to find the minimum range of their launchers. Some ATGMs have a much longer minimum arming distance, however, which puts them at a disadvantage in the knife-fight ranges represented by most *Force on Force* scenarios. ATGMs with long minimum arming distances are identified in the vehicle and weapon tables. If all players agree, these weapons can optionally be given a minimum arming distance of 24", allowing vehicles to close with the enemy and neutralize their ATGM advantage.

WARSAW PACT TANK PLATOON ACTIVATION AND FIRING

All Soviet and Warsaw Pact tank platoons are subject to the following restriction, based on the level of training and limitations in command and control. The first vehicle to activate in a platoon is always the commander's (HQ) vehicle. While other tanks in the platoon may move or halt as they see fit, they must remain within basic Optimum Range of their leaders vehicle at all times (in other words, if they are Troop Quality D6, they must remain within 6").

All tanks in a Soviet tank platoon must fire at the same target as the Platoon Leader's vehicle. This limitation also applies to Soviet tank units on Overwatch. The only time that a Soviet tank may fire at an independent target is when returning fire as part of a Reaction.

If the Platoon Leader's vehicle is knocked-out or rendered immobile, the remaining

Shoulder mounted launchers such as the Carl Gustav provided an AT punch tanks in a platoon must halt for a turn. They may fire as they wish during this turn, but only at the nearest enemy unit. At the end of the turn the player may designate any of the remaining tanks as the new Platoon Leader.

WARSAW PACT SMALL UNIT ASSAULTS

Warsaw Pact doctrine called for units to assault enemy positions by advancing towards the objective as a unit while laying down a withering hail of assault rifle fire. Training indicated that the troops would advance rapidly, firing from the hip as they came, to suppress the enemy before getting to grips with him.

To perform a small unit assault, a unit must be within infantry Rapid Move distance from an enemy unit. The Warsaw Pact troops then charge the enemy position, firing their weapons from the hip as they approach. Treat this fire as Suppression Fire with a -1 die shift to Troop Quality (minimum TQ D6) due to its inherent inaccuracy, and resolve the attack immediately. If the Warsaw Pact unit moves over 6” to come into contact, the normal Rapid Move penalty to fire applies. The enemy may React by returning fire, but may not perform a reaction move. Resolve any reactions normally, but apply a +1 die roll modifier to the Warsaw Pact unit.

If the Warsaw Pact unit suffers casualties while assaulting (performing the Suppression Fire attack), the resulting Morale Check is made with a +1 die shift to the unit’s Morale.

Once this Suppression Fire is resolved, proceed immediately to Close Combat. Warsaw Pact units involved in a Mobile Assault are not required to perform a Troop Quality test to engage in Close Combat. Resolve the Close Combat normally.

Any Warsaw Pact unit that performs a Small Unit Assault is considered to have Poor Supplies (-1 Firepower) for the duration of the scenario.

CIVILIANS

Western Europe’s civilian population would not have magically vanished to clear the path between the Soviet juggernaut and the stalwart NATO line of defense. Most engagements would have occurred in and near populated areas, so displaced civilians were bound to be an unfortunate adjunct to the war.

German civilians were less happy to see AFVs after hostilities broke out

Displaced Civilians

Mobs of civilians, displaced from their homes by the fighting, are often encountered on the battlefield. At the end of each turn they will move away from the closest gunfire and attempt to escape off-board using the closest table edge that is at least 6” from a combatant unit of either side. Nearly paralyzed with fear, they cannot move faster than 6” per turn.

If a unit shoots at a target with a **Line of Fire** that passes within 2” of a civilian mob, a check must be made for civilian casualties. Roll the firing unit’s Quality Die. On a die-roll of 1 or 2, the mob has suffered a casualty. NATO or Warsaw Pact units can disperse a civilian mob by spending an activation in contact and pointing them in the direction of safety. At the end of the activation the mob is removed from the table.

Only NATO units lose Victory Points for civilian casualties unless the scenario states otherwise.

PARTISANS

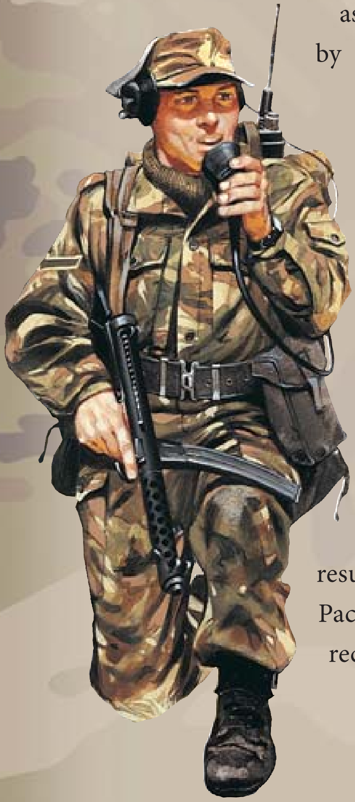
Some civilians encountered on the battlefield may be more interested in resisting the Soviets than fleeing them. NATO leaders can attempt to convert a civilian mob with which they're in contact into a band of partisans. The leader must take a Troop Quality test. If he passes the test, an armed mob of 4 +1D3 partisans is created. If the Leader rolls a 1 on his test, the resulting armed band is *hostile*.

Partisans have a Troop Quality of D6 and a Morale rating equal to that of the lowest-rated NATO unit in play. They are treated as Irregulars and automatically have one leader. They have Low Confidence and are Poorly Supplied.

COLD WAR ERA BODY ARMOR

While improvements were being made in armor technology, especially with regard to ballistic fibers such as Kevlar, the body armor worn by most US and Warsaw Pact forces had progressed very little from the Vietnam era. "Flak jackets," as they were called by Cold War era US soldiers provided some protection against shrapnel or light, low velocity rounds, but offered very little protection from rifle rounds. They were no match for full-fledged machinegun or battle-rifle rounds. As a result, both NATO and Warsaw Pact units in body armor only receive an extra armor defense die when hit by fragmentation weapons, such as RPGs, mortars, or artillery fire.

It should be noted that body armor of this period was bulky, heavy, hot, and interfered with both load bearing equipment and NBC suits – many troops eschewed armor altogether, especially those that operated in hot environments or expected to don their MOPP suits. As such, the use of armor in all scenarios is optional and should be agreed upon by both players in advance.



BRITISH LIGHT INFANTRY
RADIO OPERATOR

NUCLEAR, BIOLOGICAL, OR CHEMICAL (NBC) WARFARE

The specter of nuclear, biological, or chemical warfare hung over NATO and Pact war-planners like a pall. NATO firmly believed the Soviets were ruthless enough to precede any large scale attack with the liberal use of chemical or biological agents, while the Soviets were just as certain that NATO would resort to NBC weapons out of desperation when faced with an overpowering Red Army assault. Fortunes were spent developing detection and protection gear and troops on both sides of the seemingly inevitable conflict spent a significant amount of their training time learning to operate while wearing brutally uncomfortable NBC gear. There was a grim

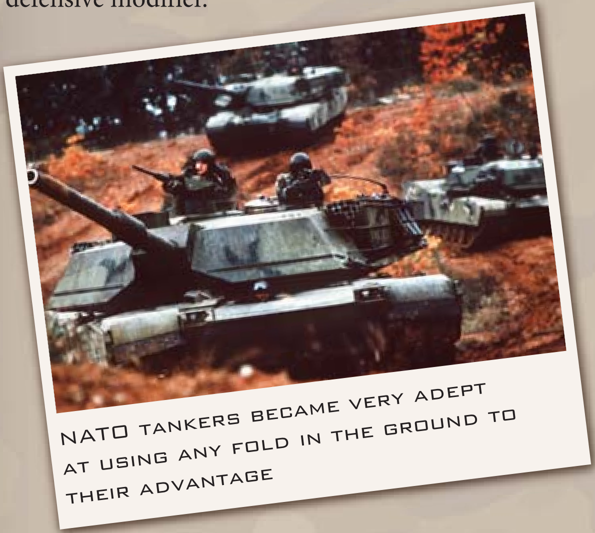
SOVIET TROOPS OPERATING IN FULL NBC SUITS certainty among the soldiers of both sides that they would all eventually be "lit-up" in a nuclear strike or "slimed" by a chemical/biological attack. Providence was kind, however, and the soldiers of that era were spared the horrors of combat in an NBC environment.

But it certainly *could* have happened and to represent that dark possibility, we recommend you try playing the scenarios in this book with and without the **NBC Warfare & MOPP Suits** rules presented on pages 120–121 of the *Force on Force* rulebook.

NEW ATTRIBUTES

GROUND HUGGERS (UNIT ATTRIBUTE)

NATO tank crews were extensively trained to take full advantage of the slightest undulations in terrain, especially in "tank country." This capability gave NATO tankers a significant defensive advantage over their Soviet opponents, whose strict command and control doctrine limited their ability to take complete advantage of their surroundings. Units with this attribute receive an additional Cover die unless they are in a prepared position or are already receiving the Hull Down defensive modifier.



NATO TANKERS BECAME VERY ADEPT AT USING ANY FOLD IN THE GROUND TO THEIR ADVANTAGE

THIS FRG JAGDPANZER KANONE SUFFERS FROM THE POOR MOVE & FIRE ATTRIBUTE

INFLEXIBLE DOCTRINE (UNIT ATTRIBUTE)

Because of the level of conscription among the ranks and the resulting lack of (or desire for) initiative at the NCO level, Warsaw Pact troops rigidly adhered to doctrine and training. To reflect this, Warsaw Pact units may not move toward the enemy unless their platoon leader or a higher level officer (company commander, for instance) is in Line of Sight.

POOR MOVE & FIRE (VEHICLE ATTRIBUTE)

Vehicles may have poor Move & Fire capabilities for a number of reasons – their fire-control and stabilization systems may be inadequate to the task or they may have a fixed forward gun that prevents them from firing to the flanks while on the move (tank destroyers, for example). Such vehicles cannot fire in a turn in which they move at Rapid Speed.

SCENARIOS

Since *Force on Force* doesn't use point balanced armies, the typical "let's beat each other up and whoever has the most toys left standing wins" approach to matches really doesn't apply.

As stated previously, *Force on Force* is a scenario driven game. As such, the winner and loser of a match are determined by the victory conditions of the scenario they are playing. Towards this end, each *Force on Force* scenario includes a list of objectives or accomplishments that will garner one side or the other "victory points."

At the end of a game, victory points are totaled for both sides and the difference between those totals is used to determine who (if anyone) won and by how wide a margin:

MARGIN OF VICTORY TABLE

Difference of 0–4 points = Indecisive
Difference of 5–9 points = Marginal
Difference of 10–14 points = Decisive
Difference of 15+ points = Total

A BRM-1 ACCOMPANIES A TROOP OF 2S1 GVOZDZIK 122MM SP GUNS

SUGGESTED VICTORY POINT VALUES

Victory points are listed for individual scenarios, but the following list can be used as a general guideline for creating victory points for your own scenarios.

EXAMPLE VICTORY POINTS

Major Objective Completed = 5pts
Minor Objective Completed = 2pts
Per Hot Spot Neutralized = 3pts
No Friendly POWs at Game End = 5pts
Per POW Captured = 1pt
Per Enemy Infantry Unit Reduced Below Half Strength = 1pt
Per Enemy Vehicle Disabled/Destroyed = 2pts
Per Enemy Tank Disabled/Destroyed = 3pts
Per Irregular unit Broken = 1pt

These victory point values are only suggestions. Some scenarios may give the same victory conditions completely different point values. You may decide that victory point values should be adjusted up or down based on their relative importance in scenarios you write yourself.

A NOTE ON TABLE SIZE, RANGES & MEASUREMENTS

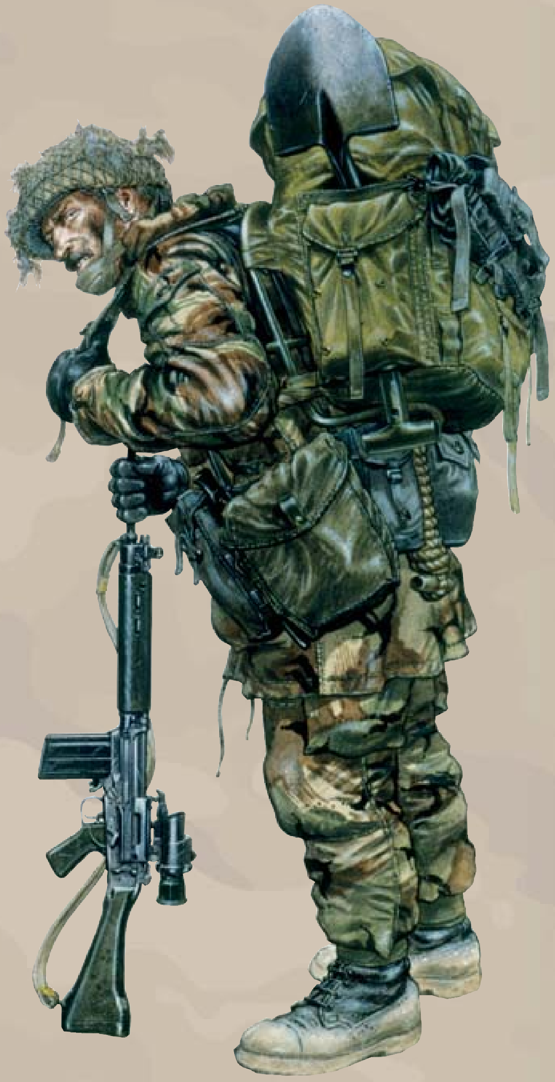
While *Force on Force* scenarios indicate a suggested table size, players are encouraged to use whatever table size seems to work best for the miniatures they're using and the space they have available for play.

We find that the suggested measurements work great for games using 15mm or 20mm figures. If you are using

A Gepard and Centurion Mk. 5/2 provide security for a bridge laying operation

larger or smaller figures, you may wish to increase or reduce the table size. Some players increase or decrease the table size because they like the "feel" of the modified table size better or simply because it will fit in the space they have available.

Remember, though, that whatever size table the game is played on, ranges and measurements must remain proportional or scenarios with a turn limit will be compromised. If you decide to double the size of the table, you must also double movement and fire ranges – if you halve the size of the table, you must halve movement and fire ranges. As long as you follow this simple guideline, you can play *Force on Force* on any size table with any size figures you choose!



Private, 3rd Battalion, Parachute Regiment

COLD WAR FEARS

It's easy to criticize Western intelligence and military pundits for their paranoia and over-assessment of Soviet capabilities when we look back to the time before the Berlin Wall fell. In the 1980s, however, we had no idea of the true capabilities of the Soviet bloc. Even today, despite our all-seeing historical perch two decades after the collapse of the Soviet Union, and despite *Glasnost* and the declassification of information, there are still things we just don't know.

Cold War military analysts were limited to SIGINT (signals intelligence), IMINT (imagery intelligence), and HUMINT (intelligence gathered by human sources), coupled with the occasional capture or observation of Soviet equipment in action. HUMINT was the classic spying war between the superpowers. The Iron Curtain and the totalitarian society usually found in WARPAC countries made HUMINT operations very difficult for Western powers. Direct assessment of Soviet capabilities and equipment was virtually impossible, as there was never a direct confrontation between front line NATO and WARPAC forces. At the time, assessing what might happen if the balloon went up was an exercise in supposition.

US M60 Patton tanks awaiting a Soviet tidal wave

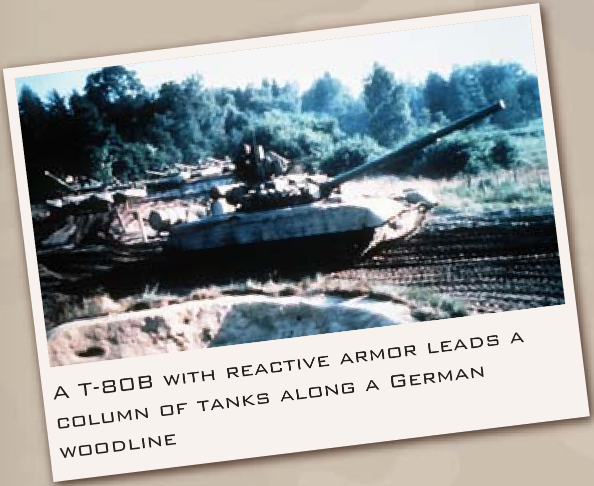
There was also the historical precedent set by the Soviets during and following World War II. The Berlin crisis, Hungary, Czechoslovakia, the Cuban missile crisis, Checkpoint Charlie and multiple secondary conflicts through proxies told a story of an aggressive, powerful Soviet juggernaut. Surely that aggressive behavior had to be backed by actual capabilities. We now know the Soviets embellished, exaggerated and distorted their capabilities in one of the greatest propaganda games ever played. The West bought it because it fit the evidence that was available.

But as we have learned and continue to learn, SIGINT and IMINT have their limits. For example, it's easy to count tanks in a satellite photo. It's not so easy to determine how many of those tanks are in operating condition or even crewed. Can SIGINT or IMINT determine how good a T-80B would be against an M60A3? It takes HUMINT or actual performance data to make an accurate assessment.

There is also the likelihood that we *wanted* to believe our assessments of Soviet capabilities and intentions. It preserved the status quo. It drove our foreign policy, our military investments, and a significant part of the national identities of many of the NATO countries. It was what we knew and what we were used to. We watched the May Day parades, saw what the Soviets wanted us to see and were comfortable with the picture that was being painted.

Fear can be a powerful thing, especially when it comes to preserving the status quo. Fear also goes both ways.

The Soviets had an easier time with HUMINT, simply because of the openness of Western democracies.



A T-80B WITH REACTIVE ARMOR LEADS A COLUMN OF TANKS ALONG A GERMAN WOODLINE

For every new weapon that NATO and the US introduced, it caused immediate reaction in terms of production, development of counter-capabilities and increased posturing. Why this happened when the Soviets and WARPAC already enjoyed a significant quantitative superiority is the subject of the next set of scenarios in this supplement.

The scenarios presented on the following pages are drawn from the conventional thinking, plans and military exercises of the 1980s. Whether it's Red terrorists, street-fighting in Berlin, a heroic last stand in the Fulda Gap, or NATO forces desperately fighting for time, the scenarios are designed to put you back in the *Zeitgeist* of Soviet conventional aggression.

KNIFE FIGHT ON THE BERGENSTRASSE

West Berlin, 1985

Any Cold War outbreak would involve the divided city of Berlin. To this end, many of the West German *Polizei* were trained in the use of small arms, mortars and machine guns. They were considered the first line of defense against riots or East German wall crossings. In the event of war, these units of *Polizei*, considered by some to be the equivalent of five battalions of light infantry, would have been embroiled in nasty urban combat with any Warsaw Pact aggressors. This scenario pits elements of the West German *Polizei* in a desperate close-quarters delaying action against lead elements of the East German 1st Motorized Rifle Division, specially trained and equipped for combat in Berlin.

Scenario Information

Duration of Game: 10 Turns

Initiative: East Germans for the entire scenario.

Fog of War: Determined normally by Reaction Test rolls.

Table Size: 4' x 4'

East German Mission

The East German player must capture the three objective buildings indicated on the map.

East German Victory Points

- Per Serious Wound or KIA inflicted: 1pt
- Per objective building occupied at end of game: 6pts

(*Sole occupation of building with at least a fire team in good order. The building may not be burning. See Special Rules.*)

East German Forces (Elements of 1st Motorized Rifle Division)

East German Basic Attributes

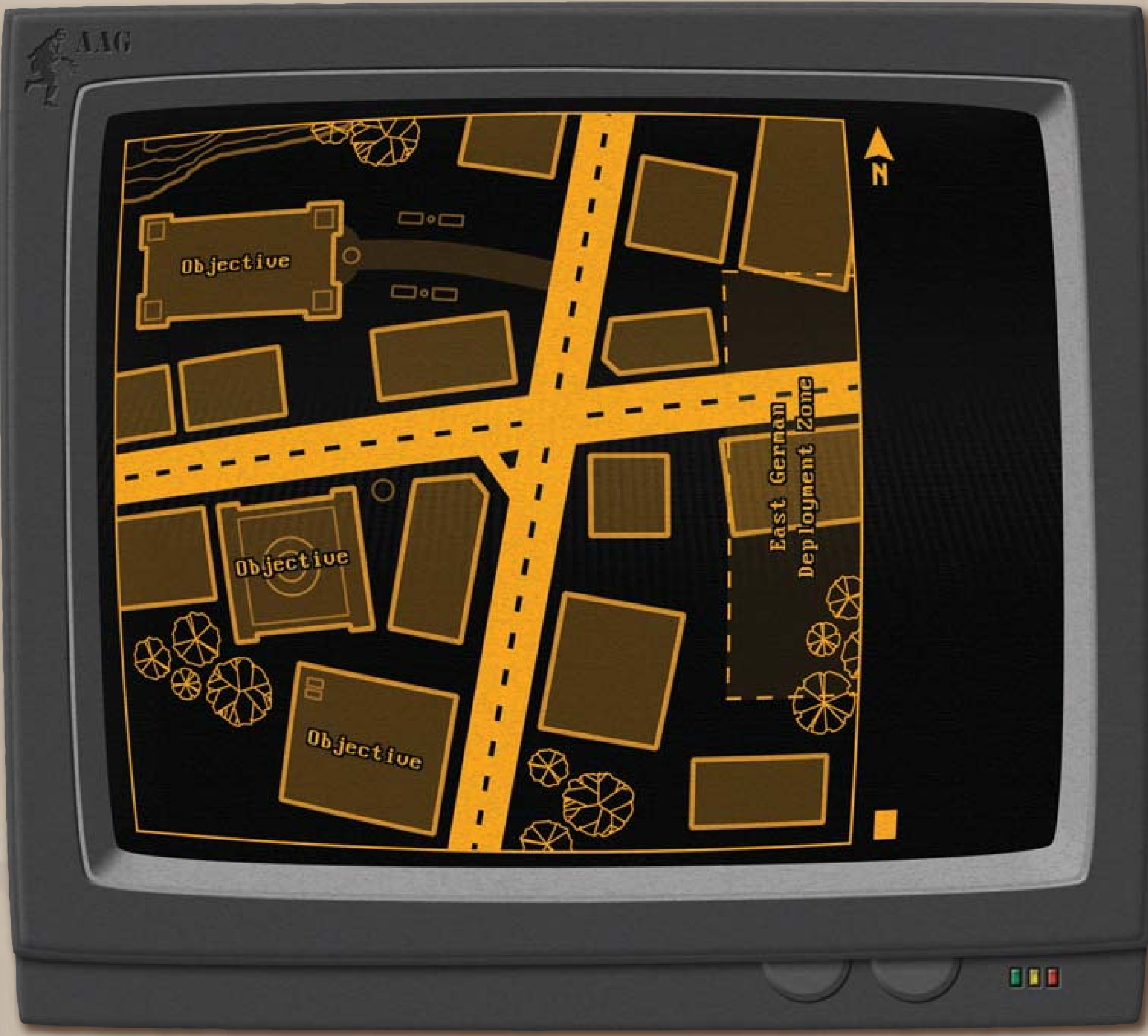
Initiative Level: N/A for scenario

Confidence Level: Confident

Supply Level: Normal

Body Armor: Optional – See *Cold War Era Body Armor*

Troop Quality/Morale: D8/D8


AAG
N
Objective
Objective
Objective
East German Deployment Zone

Tank Platoon

3 x T-72A main battle tanks

Motorized Rifle Platoon

3 x BMP-1s, each carrying:

Rifle Team

2 x Riflemen w/AK-74s

1 x Grenadier w/GP-25 UGL (Lt. AP:1/AT:0)

1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)

Support Team

2 x Riflemen w/AK-74

1 x Gunner w/PKM (Med. AP:2/AT:0)

1 x Gunner w/AGI 3x40 (AP:4/AT:3(M))

WEST GERMAN MISSION

The West German player must delay/destroy the East German forces. To that end, holding the three objective buildings indicated on the map is critical.

WEST GERMAN VICTORY POINTS

- Per Serious Wound or KIA inflicted: 1pt
- Per vehicle immobilized/destroyed: 3pts

WEST GERMAN FORCES (WEST GERMAN *POLIZEI*)

West German *Polizei* Basic Attributes
Initiative Level: N/A for scenario
Confidence Level: Confident
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D8/D10

Elements of West Berlin *Polizei* *(set up west of north-south road as desired)*
3 x *Polizei* squads, each of:
  1 x Squad Leader w/G3A3

  Fireteam
  3 x Riflemen w/G3A3
  1 x Gunner w/MG3 (Med. AP:2/AT:0)

  AT Team
  3 x Riflemen w/G3A3
  1 x Grenadier w/PzF44 (AP:2/AT:4(M)

SPECIAL RULES

CIVILIANS

Given the high civilian population of Berlin and the desire by both sides to avoid significant non-combatant bloodshed, remove all airstrike and indirect fire Fog of War cards from the deck before playing.

ATI 3X40

The East German 1st Motorized Division was equipped with a special incendiary grenade projector designed for operations against personnel, hard points and soft-skin vehicles in Berlin. Resolve attacks against personnel in the open as normal; against infantry in a building, make a D6 roll. On a roll of 6, the building catches fire and any occupying infantry must evacuate the building on their next activation. Burning buildings are inaccessible to both sides for the remainder of the game. If one or more of the objective buildings are set on fire, they do not count as Victory Points for the East Germans as they may not be occupied.

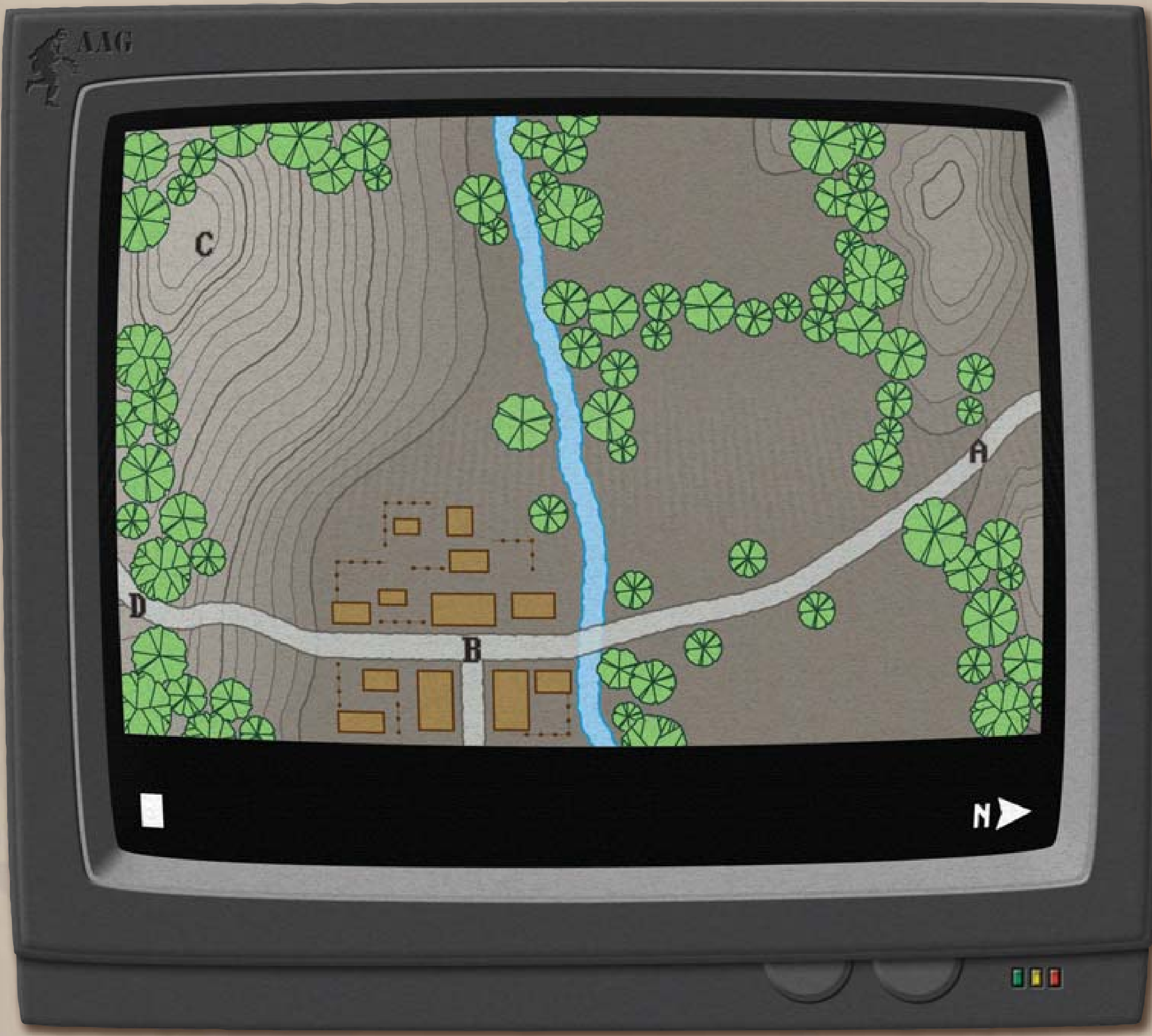
FRG Polizei with a captured DDR pilot

SOVIET ASSAULT (LARGE)

Inner German Border, 1987

It is spring of 1987 and the Soviets have launched their much-dreaded attack across the Inner German border (IGB). NATO had some warning about the Soviet mobilization, so some US and other NATO forces had time to alert and deploy to defensive positions. Elements of the US Army's 2nd Battalion, 64th Armor and 2nd Battalion, 30th Infantry have occupied a position in a German village and adjacent hill, and await the vaunted Soviet hordes. Their attacker is the lead tank company of the advanced guard battalion of the Soviet 120th Guards MRR, 39th Guards Motorized Division.

This scenario is based on an actual training mission fought by these US units northeast of Schweinfurt, Germany in January 1987.



Scenario Information

Duration of Game: 10 Turns

Initiative: The Soviets have initiative on Turn 1. From Turn 2 onward, roll for initiative each turn.

Fog of War: Determined normally by Reaction Test rolls

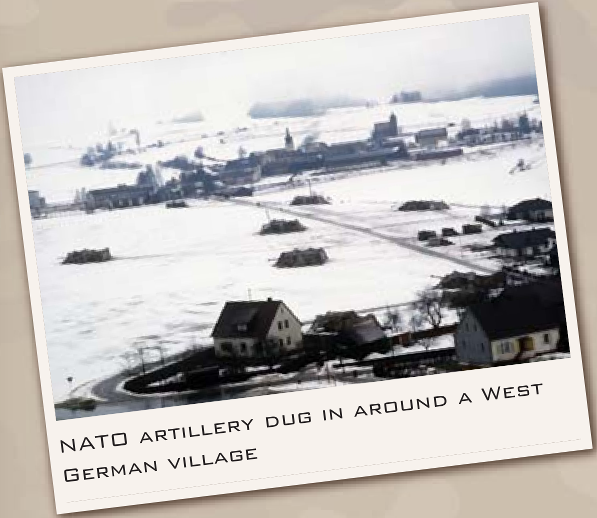
Air Defense Environment: Average

Special Assets:

- *US Force:*
  AH1 Cobra Gunship
  Light Artillery on Call
- *Soviet Force:*
  Heavy Artillery on Call

Special Conditions:

- The river is not fordable at any point. It may only be crossed at the bridge, except for amphibious vehicles.



NATO artillery dug in around a West German village

- The hill should be at least as tall as the tallest building in the village (no more than 2 stories). Units on the hill may not see units within 12" of the far side of the village, due to dead space.
- All buildings are average structures (6D8)

Table Size: 6' x 4'

- **A:** Soviet entry point.
- **B:** Village – set-up zone for US infantry platoon.
- **C:** Hill – set-up zone for US tank platoon.
- **D:** US entry point.

US Mission

Elements of the 2nd Battalion, 64th Armor and 2nd Battalion, 30th Infantry must prevent any Soviet platoon from having any non-pinned elements occupying either the Village or the hill at the end of Turn 10.

US Victory Points

- Each Soviet soldier KIA or Seriously Wounded: 1pt
- Each Soviet APC destroyed/abandoned: 2pts
- Each Soviet tank destroyed/abandoned: 3pts
- No un-pinned Soviet elements in the village or on the hill on at the end of Turn 10: 10pts

US Forces

US Force Basic Attributes

Initiative Level: D8

Confidence Level: Normal

Supply Level: Normal

Body Armor: Optional – See *Cold War Era Body Armor*

Troop Quality/Morale: D8/D8

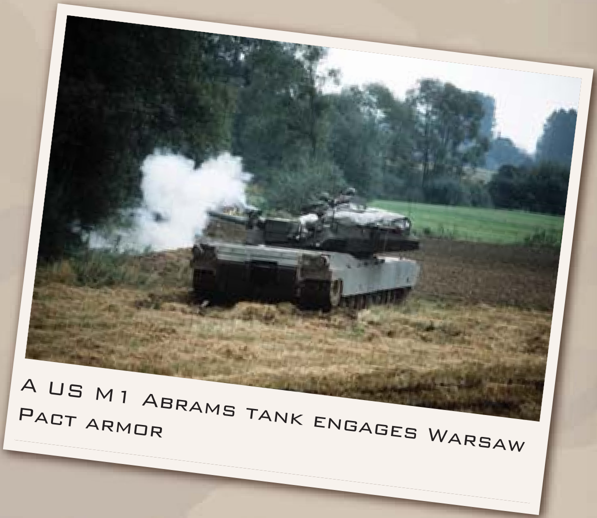
Elements, 2-64 Armor

The armored element begins set up on the hill, facing north. At the beginning of each turn after the first, roll a D10. If the roll is equal to or less than the current turn, a 3rd M1 tank appears at point D (In the real "battle" one of the platoon tanks was back at the maintenance point.) This rule lets the tank have a chance of being repaired and joining the fight.

2 x M1 Abrams Tanks

Elements, 2-30 Infantry

Infantry elements begin set up in the Village, oriented to the north.



A US M1 Abrams tank engages Warsaw Pact armor

US troops form a hasty defensive line

M2 Bradley IFV, with Dismount Teams

Dismount Command Team

1 x Platoon Leader w/M16A1

1 x RTO w/M16A1

1 x Medic w/M16A1

2 x Dragon ATGM Weapon Teams

1 x Dragon Gunner (AP:4/AT:4(H)

1 x Assistant Dragon Gunner w/M16A1

2 x M2 Bradley IFVs, each with a Dismount Team and GPMG Weapon Team

Dismount Team

1 x Squad Leader w/M16A1

3 x Riflemen w/M16A1

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

Note that team may fire one M72A2 LAW rocket (Med. AP:2/AT:3(H) per turn

M60 GPMG Weapon Team

1 x M60 Gunner (Med. AP:2/AT:0)

1 x Assistant Gunner w/M16A1

Soviet Mission

The lead company for the Soviet advance guard battalion is heading south from the IGB, advancing on yet another small German village. The company must seize the village, clear any enemy units from it, and occupy the high ground just beyond it.

Soviet Victory Points

- Each US soldier KIA or Seriously Wounded: 1pt
- Each US IFV destroyed/abandoned: 2pts
- Each US tank destroyed/abandoned: 10pts
- Village occupied with non-pinned Soviet elements at the end of Turn 10: 5pts
- Hill occupied with non-pinned Soviet elements at the end of Turn 10: 5pts

Royal Marine Commando

Soviet Forces

Soviet Force Basic Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: Optional – See *Cold War Era Body Armor*

Troop Quality/Morale: D8/D10

Tank Company

1 x T-80B Company HQ tank

3 x Tank Platoons, each with:

1 x T-80B Platoon HQ Tank

2 x T-80B Tanks

Motor Rifle Platoon

Team 1
1 x BTR80
1 x Platoon Leader/BTR Commander w/AK-74*
1 x BTR Driver/Mechanic w/PM*
1 x BTR Machine Gunner w/PM*
1 x Senior Rifleman/Asst. Squad Leader w/AK-74
1 x Machine Gunner w/RPK-74 (Lt. AP:1/AT:0)
1 x Grenadier w/RPG-7 (Med. AP:2/AT:3(M)
3 x Riflemen

Team 2
1 x BTR80
1 x Platoon Guide/BTR Commander w/AK-74*
1 x BTR Driver/Mechanic w/PM*
1 x BTR Machine Gunner w/PM*
1 x Senior Rifleman/Asst. Squad Leader w/AK-74
1 x Machine Gunner w/RPK-74 (Lt. AP:1/AT:0)
1 x Grenadier w/RPG-7 (Med. AP:2/AT:3(M)
3 x Riflemen

Team 3
1 x BTR80
1 x Squad Leader w/AK-74
1 x BTR Driver/Mechanic w/PM*
1 x BTR Machine Gunner w/PM*
1 x Platoon Sniper w/Dragunov SVD Sniper Rifle
1 x RPG gunner w/RPG-7 (Med. AP:2/AT:3(M)
1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)
3 x Riflemen w/AK-74s

**These personnel do not dismount the BTRs.*

Prior to the beginning of the game, the Soviets may deploy any 2 platoons and the company HQ within 8" of Point A. On Turn 1, the other 2 Soviet platoons enter on the north board edge, within 8" of Point A.

SOVIET ASSAULT (SMALL)

This scenario is a scaled down version of the large assault described in the previous scenario. The same map is used, but force balance and victory conditions have been modified.

Scenario Information

Duration of Game: 10 Turns
Initiative: The Soviets have initiative on Turn 1. From the Turn 2 onward, roll for initiative each turn
Fog of War: Determined normally by Reaction Test rolls
Air Defense Environment: Average
Special Assets:

- *US Force:*
  AH1 Cobra Gunship
  Light Artillery on Call
- *Soviet Force:*
  Heavy Artillery on Call

Special Conditions:

- The river is not fordable at any point. It may only be crossed at the bridge, except for amphibious vehicles.
- The hill should be at least as tall as the tallest building in the village (no more than 2 stories). Units on the hill may not see units within 12" of the far side of the village, due to dead space.
- All buildings are average structures (6D8)

US Mission

Elements of the 2nd Battalion, 64th Armor and 2nd Battalion, 30th Infantry must prevent any Soviet platoon from having any non-pinned elements occupying either the village or the hill at the end of Turn 10.

US Victory Points

- Each Soviet soldier KIA or Seriously Wounded: 1pt
- Each Soviet tank destroyed/abandoned: 3pts
- No un-pinned Soviet elements in the village or on the hill on at the end of turn 10: 10pts

US FORCES

US Force Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: Normal
Body Armor: Optional – See *Cold War Era Body Armor*
Troop Quality/Morale: D8/D8

Elements, 2-64 Armor

The armored element begins set up on the hill, facing north. At the beginning of each turn after the first, roll a d10. If the roll is equal to or less than the current turn, a 2nd M1 tank appears at point D (In the real "battle" one of the platoon tanks was back at the maintenance point.) This rule lets the tank have a chance of being repaired and joining the fight.

1 x M1 Abrams Tank

Elements 2-30 Infantry

Infantry elements begin set up in the Village, oriented to the north.

Dismount Command Team
1 x Platoon Leader w/M16A1
1 x RTO w/M16A1
1x Medic w/M16A1

2 x Dragon ATGM Weapon Teams, each of:
  1 x Dragon Gunner (AP:4/AT:4(H)
  1 x Assistant Dragon Gunner w/M16A1

2 x Dismount Teams, each of:
  1 x Squad Leader w/M16A1
  3 x Riflemen w/M16A1
  1 x Grenadier w/M203 (Lt. AP:1/AT:0)

Note that each dismountteam may fire one M72A2 LAW rocket (Med. AP:2/AT:3(H) per turn

2 x M60 GPMG Weapon Teams, each of:
  1 x M60 Gunner (Med. AP:2/AT:0)
  1 x Assistant Gunner w/M16A1

SOVIET MISSION

The lead company for the Soviet advance guard battalion is heading south from the IGB, advancing on yet another small German village. The company must seize the village, clear any enemy units from it, and occupy the high ground just beyond it.

LANCE-CORPORAL, 2ND BATTALION, PARACHUTE REGIMENT

SOVIET VICTORY POINTS

- Each US soldier KIA or Seriously Wounded: 1pt
- Each US tank destroyed/abandoned: 10pts
- Village occupied with non-pinned Soviet elements at the end of Turn 10: 5pts
- Hill occupied with non-pinned Soviet elements at the end of Turn 10: 5pts

SOVIET FORCES

Soviet Force Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: Normal
Body Armor: Optional – See *Cold War Era Body Armor*
Troop Quality/Morale: D8/D10

Elements of a Tank Company
2 x Tank Platoons, each of:
  1 x Platoon HQ T-80B Tank
  1 x T-80B Tank

Motor Rifle Platoon
HQ Team
1 x Platoon Leader w/AK-74
1 x Squad Leader w/AK-74
1 x RPG gunner w/RPG-7 (Med. AP:2/AT:3(M)
1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)
3 x Riflemen w/AK-74s

Team 1
1 x Platoon Guide w/AK-74
1 x Squad Leader w/AK-74
1 x RPG gunner w/RPG-7 (Med. AP:2/AT:3(M)
1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)
3 x Riflemen w/AK-74s

Team 2
1 x Platoon Guide w/AK-74
1 x Squad Leader w/AK-74
1 x RPG gunner w/RPG-7 (Med. AP:2/AT:3(M)
1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)
3 x Riflemen w/AK-74s

Team 3
1 x Platoon Sniper w/Dragunov SVD Sniper Rifle
1 x Squad Leader w/AK-74
1 x RPG gunner w/RPG-7 (Med. AP:2/AT:3(M)
1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)
3 x Riflemen w/AK-74s

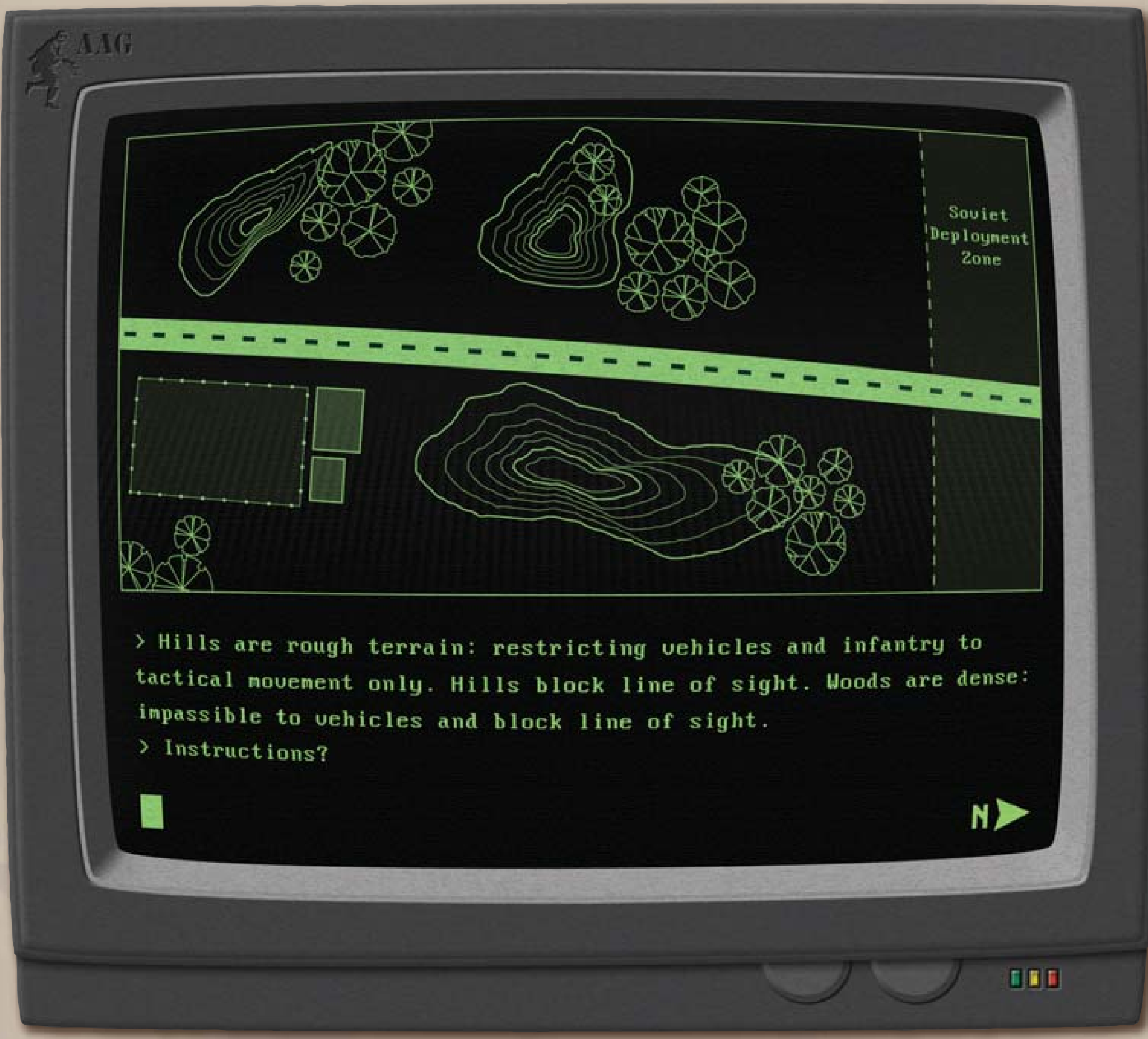
Prior to the beginning of the game, the Soviets may deploy their forces within 8" of Point A. The infantry platoon may begin the game mounted on the tanks.

IRONHORSE RIDES AGAIN

With 1st Squadron/11th Armored Cavalry, The Fulda Gap, 1987

Some scholars describe the Fulda Gap as the most scrutinized battle that never happened. If ever there were an outbreak of hostilities, this was the area at the sharp end of the stick, as the Fulda Gap represented some of the best tank country in Germany and stood close to Frankfurt and its two major NATO airbases.

On the northeastern side of Fulda Gap stood the Soviet 8th Guards Army. On the southwestern side was the 11th Armored Cavalry Regiment, tasked with watching the border and trying to delay any Soviet invasion long enough for reserves to arrive. Stationed at Fulda was the 1st "Ironhorse" Squadron of the 11th ACR. Troopers were expected to be in their vehicles and on the move within two minutes in case of imminent attack.



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> Hills are rough terrain: restricting vehicles and infantry to
tactical movement only. Hills block line of sight. Woods are dense:
impassible to vehicles and block line of sight.
> Instructions?
```

SCENARIO INFORMATION

Duration of Game: 10 Turns

Initiative: Soviets for Turn 1; roll Initiative on subsequent turns

Fog of War: Determined normally by Reaction Test rolls

Special Conditions:

- Hills are rough terrain, and restrict vehicles and infantry to tactical movement. Hills block LOS for units at lower elevation, except for those within 1" of a hill's edge. All woods are dense, are impassible to vehicles, and block LOS past 1" from their edge (see *Force on Force* p.62). The farm buildings are average buildings (6D8). The field has no effect on play.
- *Set-up Order*: Soviet forces set up after the US forces.

Table Size: 4' x 8'

SOVIET MISSION

Break through the US cavalry positioned in Fulda Gap as quickly as possible and advance south along the highway toward Frankfurt.

SOVIET VICTORY POINTS

- Per US vehicle destroyed: 3pts
- Per US vehicle disabled/immobilized: 2pts
- Per vehicle exited off road on south map edge: 5pts

SOVIET FORCES (LEAD ELEMENTS OF THE SOVIET 8TH GUARDS ARMY)

Soviet Basic Attributes
Initiative Level: D6
Confidence Level: Confident
Supply Level: Normal
Body Armor: Optional – See *Cold War Era Body Armor*
Troop Quality/Morale: D8/D8

Soviet Tank Company
1 x T-80B HQ
3 x Platoons, each of:
  3 x T-80Bs

Motorized Rifle Platoon
3 x BMP-2s, each carrying:
  Rifle Team
  2 x Riflemen w/AK-74s
  1 x Grenadier w/UGL (Lt. AP:1/AT:0)
  1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)

  Support Team
  2 x Riflemen w/AK-74
  1 x Gunner w/PKM (Med. AP:2/AT:0)
  1 x RPG gunner w/RPG-7 (Med. AP:2/AT:3(M)

US ARMORED CAVALRY MISSION

The Soviets have crossed the border and entered Fulda Gap. Destroy as many vehicles as possible and withdraw to fight another day.

US ARMORED CAVALRY VICTORY POINTS

- Per Soviet vehicle destroyed: 3pts
- Per Soviet vehicle immobilized: 2pts
- Per Soviet infantryman KIA or Seriously Wounded: 1pt
- Per undamaged US vehicle at end of scenario: 5pts

USMC GRENADIER

US FORCES (ELEMENTS OF THE 1ST "IRONHORSE" SQUADRON/11TH ACR)

US Armored Cavalry Basic Attributes
Initiative Level: D10
Confidence Level: Confident
Supply Level: Normal
Body Armor: Optional – See *Cold War Era Body Armor*
Troop Quality/Morale: D10/D10

Tank Platoon (set up second; place units as desired outside of Soviet deployment zone)
  4 x M1A1s

Scout Platoon *(units set up as desired outside of Soviet deployment zone)*
6 x M3 Bradley CFVs, each with:

*1 x Dragon ATGM Team**
  1 x Gunner w/Dragon ATGM (AP:4/AT:4(H), SACLOS
  1 x Asst. Gunner w/M16A1
  **Counts as FO when dismounted.*

2 x Heavy AT Minefields *(AP:0/AT:5 (M) of 3" x 5" dimensions*

1 x Heavy Artillery *dedicated unit on call: TQ:8 (AP:10/AT:2(H) of 8" radius*

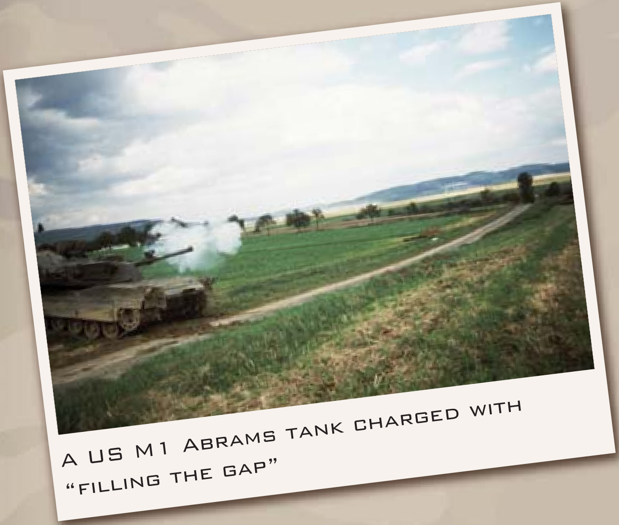
SPECIAL RULES

WARSAW PACT TANK PLATOON ACTIVATION AND FIRING

This rule is in effect (see p.7).

GROUND HUGGERS

All 11th ACR vehicles possess the Ground Huggers attribute. Units with this attribute receive an additional Cover die unless they are in a prepared position or are already receiving the Hull Down defensive modifier.



A US M1 Abrams tank charged with "filling the gap"

MINEFIELDS

Units entering minefields must pass a Troop Quality check or suffer a mine attack (see *Force on Force* main rules pp.122–123). Minefields are fully visible to both sides after placement.

HIDDEN/AMBUSH

US dismounted Dragon teams may deploy *Hidden* and may conduct an *Ambush* (see *Force on Force* pp.41–42).

OPTIONAL RULES

NBC ENVIRONMENT

The Soviets have fired chemical rounds into the area prior to the assault. All dismounted infantry units must operate in MOPP gear at MOPP Level 3. All wounded figures must make a Contamination Test before resolving First Aid (see *Force on Force* main rules pp. 121–122).

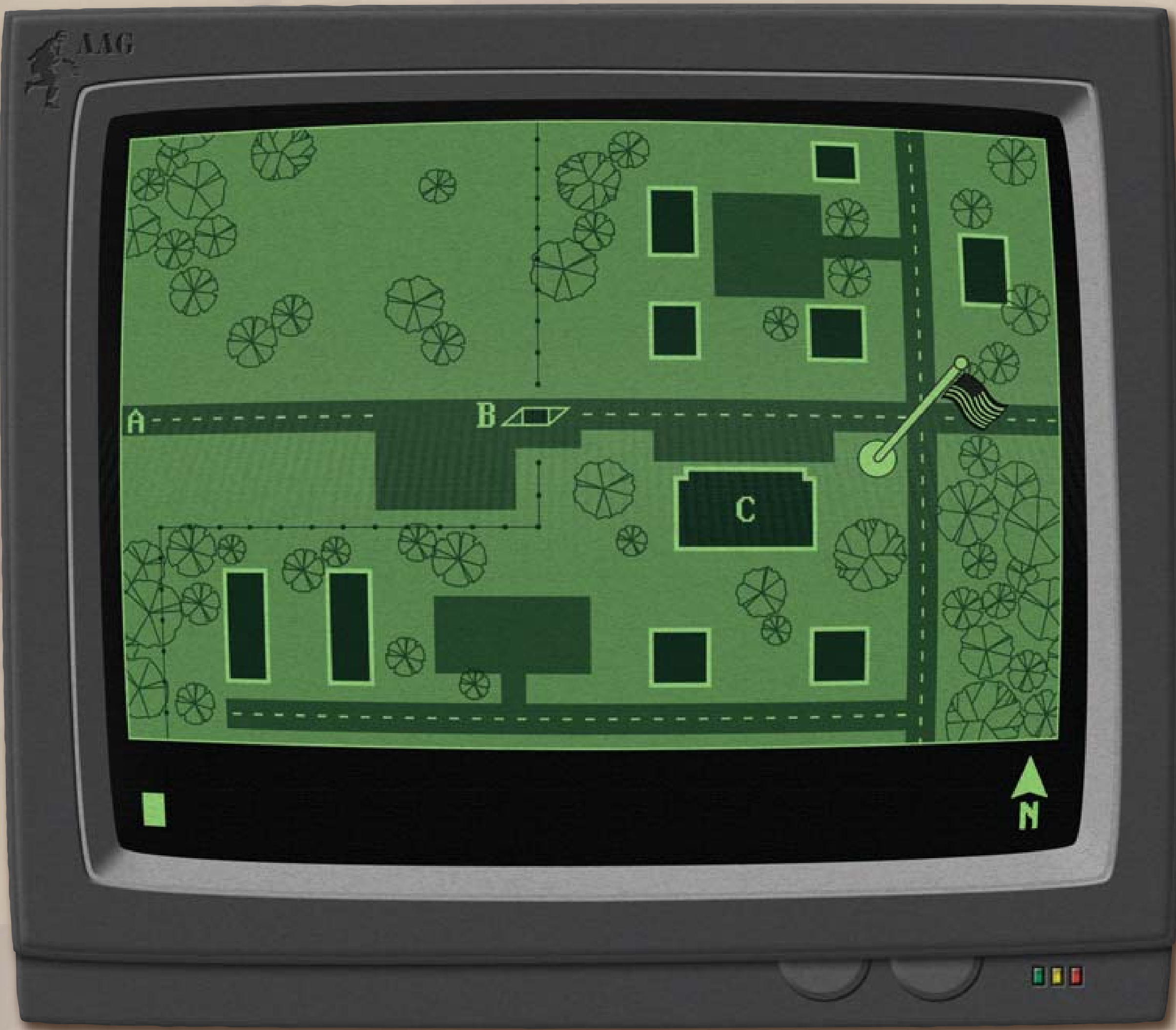
NIGHT FIGHTING

The Soviet attack is at night. All US units and Soviet vehicles are equipped with Night Vision Devices. Soviet infantry have their Optimal Range halved and treat all units outside of the reduce Optimal Range as *Elusive* (see *Force on Force* main rules p. 43).

RED ARMY FACTION TERRORIST ATTACK

Somewhere in West Germany, 1987

It is spring 1987 and intel reports have the Soviets massing at the Inner German border (IGB). Intel has also picked up warnings about a possible Red Army Faction (RAF) attack on a US army base somewhere in West Germany. Reaction platoons on bases across the country have been alerted.



SCENARIO INFORMATION

Duration of Game: 10 Turns

Initiative: The Red Army Faction has initiative for the first 3 turns. From Turn 4 onward, roll for initiative each turn.

Fog of War: Determined normally by Reaction Test rolls

Table Size: 3' x 2'

- **A:** RAF Entry Point.
- **B:** Main Gate
- **C:** Brigade HQ Building/Brigade Commander

US MISSION

The Red Army Faction is about to attack the main gate at your base. You must proceed to the gate, secure the Brigade Commander, and secure the main gate area.

US VICTORY POINTS

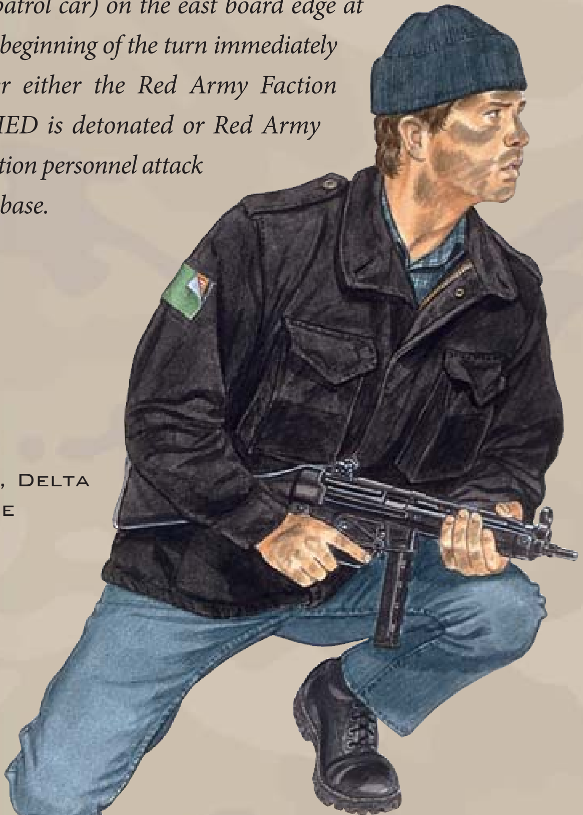
- Each Red Army Faction or Spetsnaz member captured: 2pts
- Brigade Commander is secured (not KIA or captured): 10pts

US FORCES

US Force Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: Variable, see below.
Body Armor: Optional – See *Cold War Era Body Armor*
Troop Quality/Morale: *Gate Guards* – D6/D8; *MP Patrol & Reaction Unit – D8/D8;*

Gate Guards
3 x Civilian Guards (2 w/pistols, 1 w/shotgun)
The Gate Guards begin the game in, or within 1" of, the guard shack at the main gate (Point B).

MP Patrol Unit *(Poor Supplies)*
3 x MPs w/M16A1s
The Patrol Unit enters the board in a civilian patrol vehicle (a patrol car) on the east board edge at the beginning of the turn immediately after either the Red Army Faction VBIED is detonated or Red Army Faction personnel attack the base.



NCO, Delta Force

Reaction Force *(Normal Supplies)*
The Reaction Force enters the board on the east board edge at the beginning or the 3rd turn immediately after either the Red Army Faction VBIED is detonated, or Red Army Faction personnel attack the base.

2 x M2 Bradleys

2 x Bradley Dismount Teams, each of:
- 1 x Squad Leader w/M16A1
- 2 x Riflemen w/M16A1
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)

2 x M60 MG Teams, each of:
- 1 x Gunner w/M60 GPMG (Med. AP:2/AT:0)
- 1 x Assistant Gunner w/M16A1

1 x M1 Tank

RED ARMY FACTION (RAF) MISSION

The Soviet communist comrades have assigned Spetsnaz advisors to assist our commandos in their missions. This commando must attack the main gate and brigade HQ of the imperialist Americans, capture their Brigade Commander, and get away as quickly as possible.

RED ARMY FACTION VICTORY POINTS

- Each US soldier or civilian KIA or Seriously Wounded: 1pt
- US Brigade Commander killed: 5pts
- US Brigade Commander captured and removed off-board via vehicle: 10pts

RED ARMY FACTION FORCES

Red Army Faction Force Basic Attributes
Initiative Level: D10
Confidence Level: High

Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: *Spetznaz – D12/D12;*
RAF Commandos – D6/D10

The Red Army player decides on what turns his units will arrive. As many or as few units as desired may arrive at the beginning of a turn (if the RAF player has initiative) or during the end phase (if the RAF player does not have initiative). All units must arrive on the road at the west edge of the board (Marked "A" on the map).

Spetznaz Team
2 x Spetznaz w/AK-74s & RPG-7VL (AP:4/AT:4(H)
1 x Civilian Sedan

3 x RAF Commandos
6 x Commandos w/AK-74s
1 x Civilian Mini-Van

SPECIAL RULES

FENCING

The fence on either side of the main gate is a chain-link fence: Units wishing to breach it may do so per the breaching rules in the rulebook (treat it as "weak" structural strength). The main HQ building is a "reinforced quality" building, while the Gate guard shack is "weak decent" building. All other buildings are "average decent" buildings.

RED ARMY FACTION VBIED

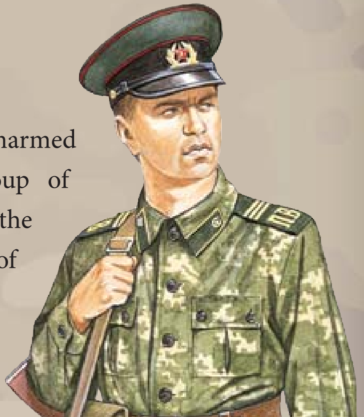
The Red Army Faction may precede their attack with a VBIED attack on the main gate. The vehicle starts the game on the road at the west board edge. Each turn there's a chance that the gate guards realize the threat. Roll a D6. If a 6 is rolled, the Gate Guards have spotted the VBIED and may act accordingly. Otherwise, the VDIED may self-detonate at the time and place of the Red Army Faction's choosing. It detonates with an 8D8 attack, against all personnel and structures within 8".

THE BRIGADE COMMANDER

The Brigade Commander (TQ/Morale: D8/D10) is a positive leader, and begins the game in the brigade HQ building. He may move freely during the course of the game, but will not leave the board unless captured by the Red Army Faction, or secured by the MPs or the reaction force.

UNARMED SOLDIERS AND CIVILIANS

Place two groups of unarmed soldiers, and one group of unarmed civilians on the board prior to the start of the game. At least one of these groups should be in the brigade HQ, and another in any other building. The 3rd may be placed anywhere. These groups act in accordance with the Civilian special rules (see p.8), and may be manipulated by the US player. Either of the two groups of unarmed soldiers may be converted into armed groups by the Brigade Commander, provided that both the group and the



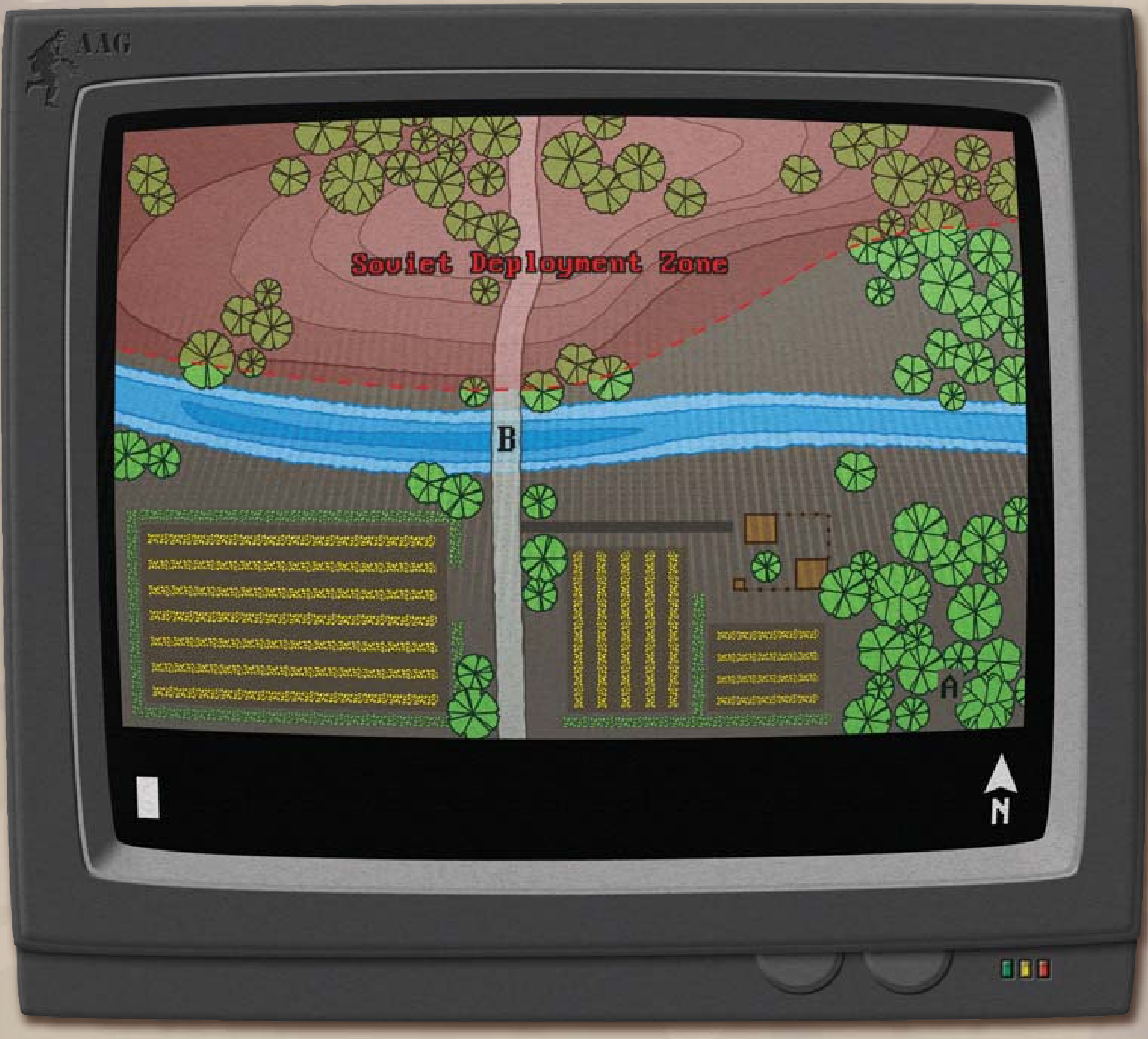
KGB BORDER GUARD

Commander are in the Brigade HQ at the time (and thus have access to the arms room). Any armed groups created this way will be armed with M16A1s (poorly supplied, with TQ D6 and morale D8).

US COUNTERATTACK

Along the IGB, 1987

It is spring of 1987 and the Soviets have launched their much-dreaded attack across the Inner German border (IGB). US forces had some warning about the Soviet mobilization, and some US forces had time to alert and deploy to defensive positions. US forces conducted local counter-attacks to throw the Soviets off balance. Elements of the US Army's 2nd Battalion, 64th Armor and 2nd Battalion, 30th Infantry are attacking to re-seize a bridge over the River Main. The defenders are elements of the Soviet 172nd Guards MRR, 39th Guards Motorized Division.



This scenario is inspired by an actual training mission fought by these US units east of Schweinfurt, Germany in January 1987.

SCENARIO INFORMATION

Duration of Game: 10 Turns

Initiative: The US has initiative on Turn 1. From Turn 2 onward, roll for initiative each turn.

Fog of War: Determined normally by Reaction Test rolls

Special Assets:

- *US:* Heavy Artillery on Call
- *Soviets:* Heavy Artillery on Call

Special Conditions:

- The river is not fordable at any point. It may only be crossed at the bridge. The banks are too steep for amphibious vehicles to cross. All buildings are average structures (6D8)

Table Size: 6' x 4'

- **A:** US Set Up
- **B:** Bridge
- **Red Zone:** Soviet Set Up Zone

US MISSION

Elements of the 2nd Battalion, 64th Armor, supported by elements of the 2nd Battalion, 30th Infantry must attack and re-seize the bridge over the River Main and the high ground beyond. To do so, un-pinned US elements must occupy the bridge and/or the hill by the end of turn 10. No un-pinned Soviet units may occupy the hill or the bridge.

BRADLEY FIGHTING VEHICLES TAKE ADVANTAGE OF THE CONCEALMENT PROVIDED BY SOME LIGHT WOODS

US VICTORY POINTS

- Each Soviet soldier KIA or Seriously Wounded: 1pt
- Each Soviet APC destroyed/abandoned: 2pts
- Each Soviet tank destroyed/abandoned: 3pts
- US forces occupy the bridge and/or the hill on at the end of turn 10: 5pts each.

US FORCES

US Force Basic Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: Optional – See *Cold War Era Body Armor*

Troop Quality/Morale: D8/D8

Elements, 2-64 Armor

These begin play set up within 6" of Point A

3 x M1 tanks

Elements 2-30 Infantry

These elements appear on a randomly determined turn. Make a TQ Check (TQ: D8) at the beginning of each turn. If successful, the platoon appears on the south board edge within 6" of Point A. The platoon appears at the beginning of the turn if the US has initiative and during the end phase if it does not.

Team 1
1 x M2 Bradley IFV
1 x Platoon Leader w/M16A1
1 x RTO w/M16A1
1 x Medic w/M16A1

US DISMOUNTS SCRAMBLE FOR COVER WHILE MOUNTING A HASTY AMBUSH

2 x Dragon ATGM Teams, each of
  1 x Dragon Gunner (AP:4/AT:4(H)
  1 x Assistant Gunner w/M16A1

Team 2
1 x M2 Bradley IFV
1 x Squad leader w/M16A1
3 x Riflemen w/M16A1
1 x Grenadier w/M203 (Lt. AP:1/AT:0)
Team may fire one M72A3 LAW (Med. AP:2/AT:3(H) rocket each turn.
1 x GPMG Team
  1 x Gunner w/M60 GPMG (Med. AP:2/AT:0)
  1 x Assistant gunner w/M16A1

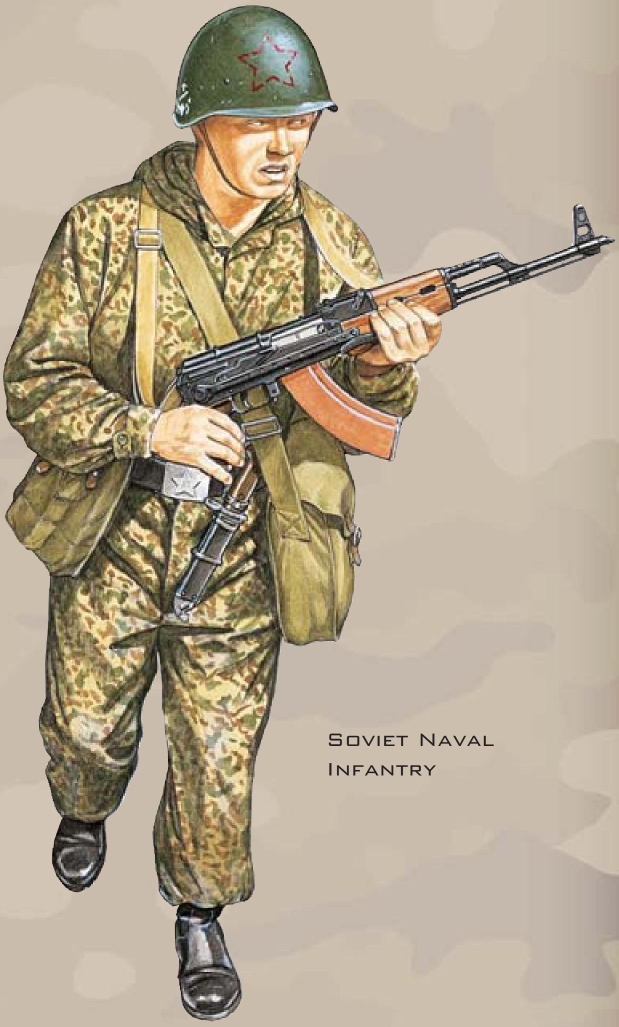
Team 3
1 x M2 Bradley IFV
1 x Squad leader w/M16A1
3 x Riflemen w/M16A1
1 x Grenadier w/M203 (Lt. AP:1/AT:0)
Team may fire one M72A3 LAW (Med. AP:2/AT:3(H) rocket each turn.
1 x GPMG Team
  1 x Gunner w/M60 GPMG (Med. AP:2/AT:0)
  1 x Assistant gunner w/M16A1

SOVIET MISSION

Elements of the Soviet 172nd Guards MRR, 39th Guards Motorized Division have occupied defensive positions on a hill overlooking a bridge over the Main River. US forces have been seen advancing on the bridge. The Soviet elements must prevent the US forces from occupying the dominant high ground.

SOVIET VICTORY POINTS

- Each US soldier KIA or Seriously Wounded: 1pt
- Each US IFV destroyed/abandoned: 3pts
- Each US tank destroyed/abandoned: 5pts



SOVIET NAVAL INFANTRY

Soviet Forces

Soviet Force Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: Normal
Body Armor: Optional – See *Cold War Era Body Armor*
Troop Quality/Morale: D8/D8

Elements, 39th Guards Motor Rifle Division

All Soviet elements begin set up in the Red Zone on the hill, oriented south. They may begin dug into improved trench positions.

2 x ZSU23-4 SP ADA Guns

2 x Motor Infantry Platoons, each of:

Team 1
1 x BMP-2
1 x Platoon Leader w/AK-74
1 x Squad Leader w/AK-74
1 x RPG gunner w/RPG-7VL (AP:4/AT:4(H)
1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)
3 x Riflemen w/AK-74s

Team 2
1 x BMP-2
1 x Platoon Guide w/AK-74
1 x Squad Leader w/AK-74
1 x RPG gunner w/RPG-7VL (Med. AP:4/AT:4(H)
1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)
3 x Riflemen w/AK-74s

Team 3
1 x BMP-2
1 x Platoon Sniper w/Dragunov SVD Sniper Rifle
1 x Squad Leader w/AK-74
1 x RPG gunner w/RPG-7VL (Med. AP:4/AT:4(H)
1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)
3 x Riflemen w/AK-74s

Special Rules

Soviet Reinforcements

At the beginning of each turn after Turn 2, roll a d10, if the number rolled is the turn number or less, a platoon of three tanks (T-80Bs) appears anywhere on the north board edge. Two such platoons may arrive during the course of the game, but only one platoon may arrive in any given turn. All Soviet reinforcements are confident, with average supply levels. They are TQ/Morale D8/D10.

FLIGHT TO THE WEST

With the BAOR northwest of Berlin,
West Germany, 1986

Fierce fighting has forced NATO's NORTHAG (Northern Army Group) to retreat along its entire front. With the West Germans, Dutch and Danes in retreat, the I British Corps heads for a secondary defense line. The 11th Armored Brigade is in the van and is attempting to cross the Weser River. Meanwhile troops from the Soviet 7th Guards Airborne Division have landed behind the lines and seized a key river bridge intact. This scenario recreates the fight when lead elements of the 11th Armored Brigade, detached from the 3 Royal Tank Regiment and the Royal Green Jackets, attempt to recapture the bridge from the waiting Soviet VDV troops.

Scenario Information

Duration of Game: 10 Turns
Initiative: BAOR on Turn 1, then roll thereafter
Fog of War: Determined normally by Reaction Test rolls
Special Conditions:

- *Minefields:* See Below
- All areas are considered normal terrain with the following exceptions. The hills limit movement for

vehicles and infantry to Tactical Speed. All woods are Dense Woods (see *Force on Force* main rule book p.62). The river is passable to both infantry and vehicles, but vehicles attempting to cross the river other than at the bridge must begin their movement at the edge of the river and use Tactical Speed to cross (main rule book pp. 61-62).

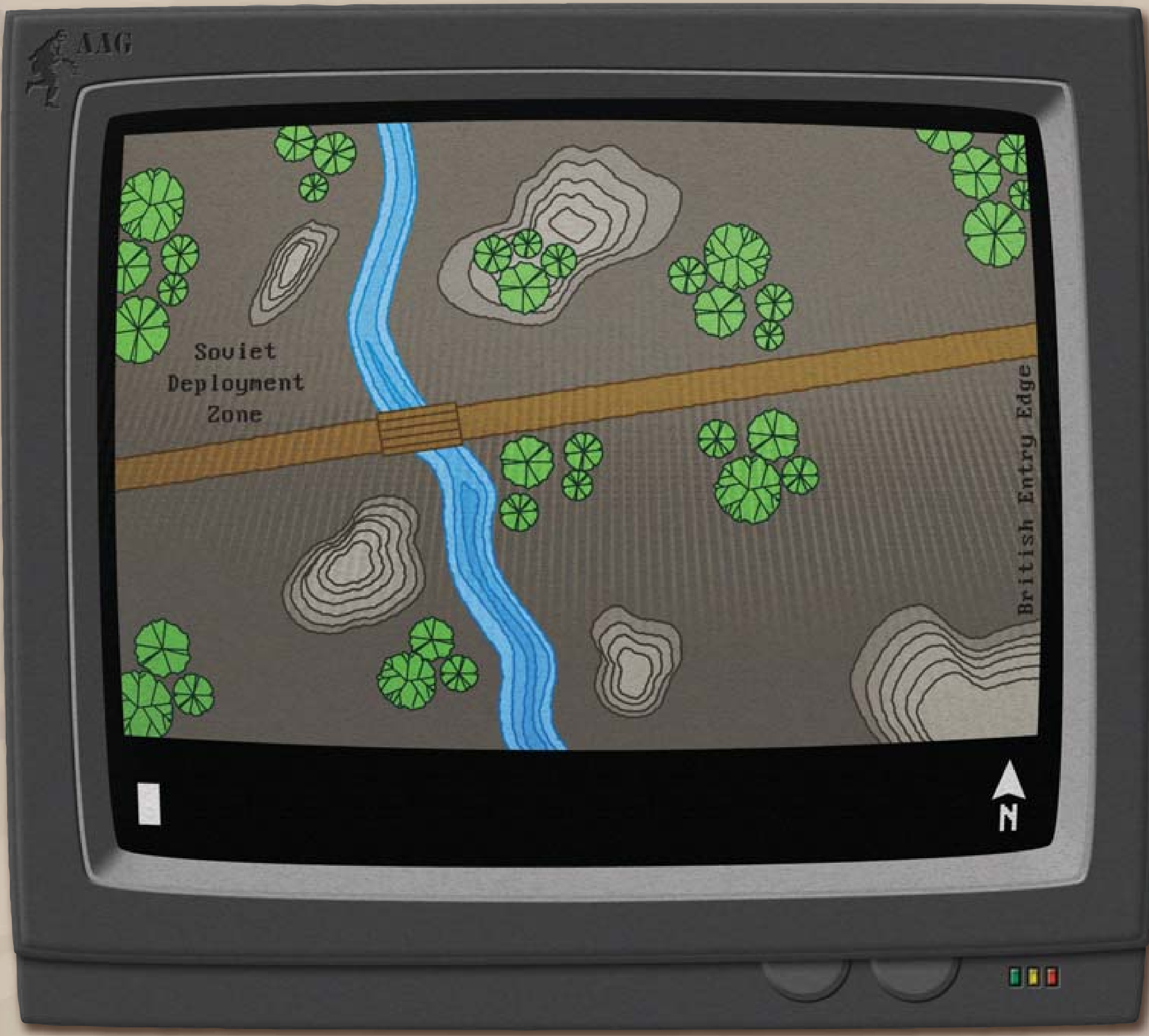
Table Size: 4' x 6'

SOVIET MISSION

Stop the BAOR withdrawal by preventing them from crossing the river and exiting to the west.

SOVIET VICTORY POINTS

- Per BAOR KIA or Seriously Wounded: 1pt
- Per BAOR vehicle destroyed/immobilized: 3pts
- No BAOR vehicles exited off west board edge: 10pts



SOVIET FORCES

Soviet Force Basic Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: Optional – See *Cold War Era Body Armor*

Troop Quality/Morale: D8/D10

Soviet VDV Forces set up first anywhere east of the river

Soviet VDV Infantry Platoon (dismounted)

3 x BMD-2, each with:

1 x Squad Commander w/AK-74S

Fireteam

1 x Gunner w/RPG-7 (Med. AP:2/AT:3(M)

1 x Gunner w/RPG-16 (Med. AP:2/AT:3(H)

1 x Rifleman w/AK-74

Soviet VDV Anti-Tank Platoon

2 x ATGM BRDM-2 (AT-3 Sagger (AP:3/AT:4(M), MCLOS)

Soviet SA-9 Gaskin with Strela AA launcher

VDV Sniper Team (Weapon Team)

1 x Sniper w/Dragunov SVD

1 x Rifleman w/AK-74

VDV Man-Packed Anti-Tank Section (Weapon Team)

2 x AT-4 Spigot Teams, each of:

1 x Gunner w/AT-4 Spigot (AP:4/AT:4(H), SACLOS) and AK-74

1 x Rifleman w/AK-74

BAOR MISSION

The BAOR has been ordered to withdraw and regroup following the initial Soviet onslaught. Break through any blocking Soviet forces and exit to the west.

BAOR VICTORY POINTS

- Per Soviet KIA or Seriously Wounded: 1pt
- Per Soviet vehicle destroyed/immobilized: 3pts
- Each BAOR vehicle exited off west board edge: 3pts

BAOR FORCES

BAOR Force Basic Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Abundant

Body Armor: N/A

Troop Quality/Morale: D8/D10

Elements of the 3rd Royal Tank Regiment and Royal Green Jackets (enter western board edge on turn one)

BAOR Armor Squadron

4 x Chieftain MBTs

BAOR Recce Section

2 x Scimitars

BAOR Mechanized Infantry Platoon

HQ Team

1 x FV432 APC (Peak Turret with Coax MG)
1 x Platoon Leader w/L1A1 SLR
1 x Signaller w/L1A1 SLR
1 x Rifleman w/L1A1 SLR
1 x Mortarman w/2" mortar (Lt. AP:1/AT:0)

3 x Sections, each of:

Team One

1 x FV432 APC
1 x Section Leader w/L1A1 SLR
1 x Gunner w/L7A1 GPMG (Med. AP:2/AT:0)
1 x Asst. Gunner w/L1A1 SLR
1 x Rifleman w/L1A1 SLR

Team Two

1 x Team Leader w/L1A1 SLR
1 x AT Gunner w/Carl Gustav (AP:3/AT:4(H)
2 x Riflemen w/L1A1 SLR

BRUDER GEGEN BRUDER

West German countryside near Frankfurt, 1985

A Bundeswehr mechanized infantry positions itself against a Nationale Volksarmee armored formation that is attempting to bring much-needed bridging capabilities to the front lines.

SCENARIO INFORMATION

Duration of Game: 10 Turns
Initiative: NVA of Turn 1, then roll thereafter.
Fog of War: Determined normally by Reaction Test rolls
Table Size: 4' x 6'

NVA MISSION

The NVA player must keep to the timetable of the advance and exit as many vehicles as possible off the western board edge.

NVA VICTORY POINTS

- Per NVA vehicle exited off western board edge: 5pts
- Per Bundeswehr vehicle destroyed/disabled: 3pts
- Per Bundeswehr KIA or Seriously Wounded: 1pt

NVA FORCES

NVA Force Basic Attributes

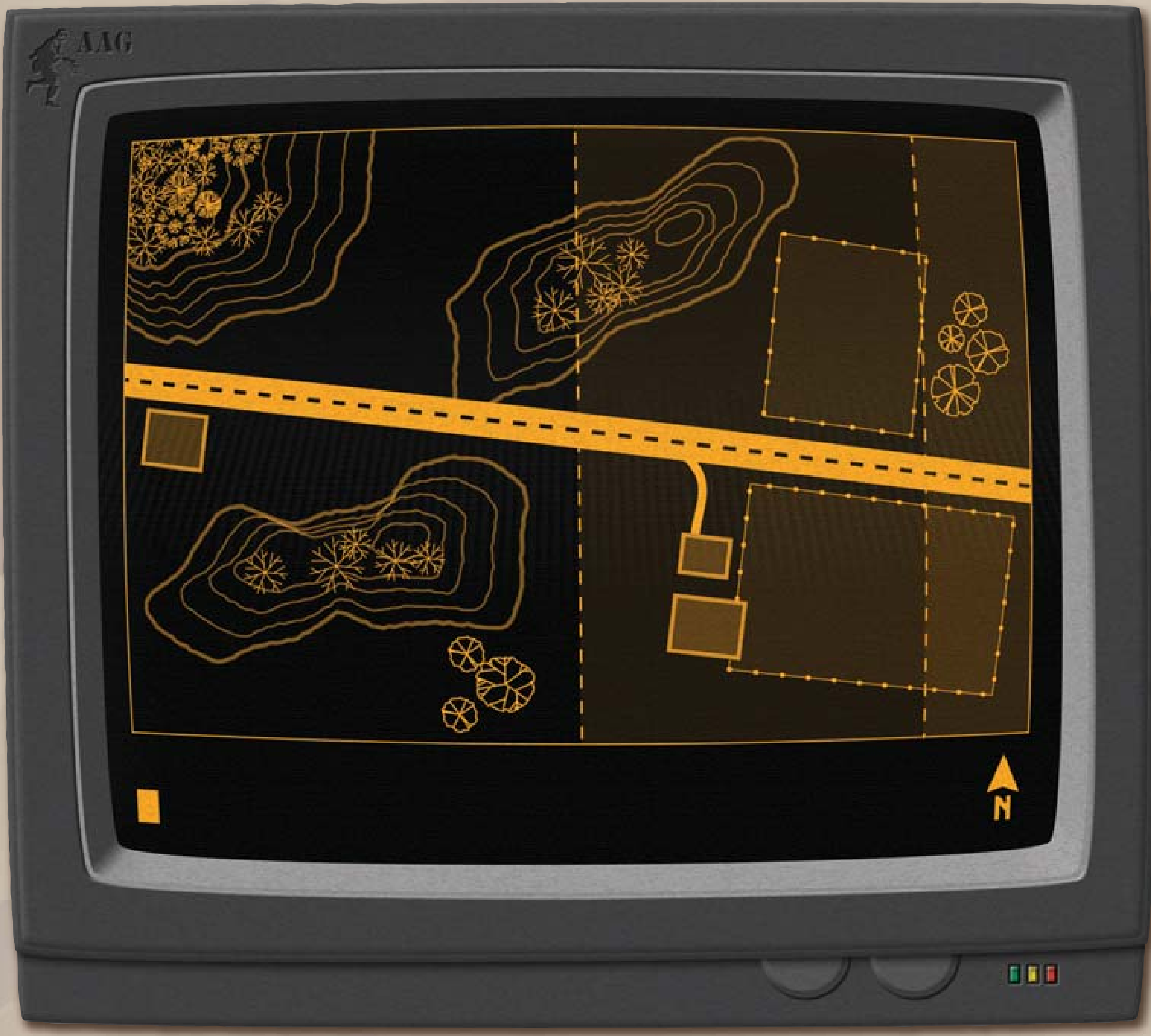
Initiative Level: D6
Confidence Level: Confident
Supply Level: Poor
Body Armor: Optional – See *Cold War Era Body Armor*
Troop Quality/Morale: D8/D8

NVA Armored Spearhead sets up in shaded area on eastern board edge

Elements of NVA armored company

1 x HQ T-55
2 x Platoons, each of:
  3 x T-55s

The DDR move up a launcher team



Motorized Rifle Platoon
1 x BTR-60
1 x Platoon Leader w/AKM
1 x Squad Leader w/AKM
1 x Gunner w/RPG-18 (AP:2/AT:4(H) *(Loses an additional FP die against targets with ERA/Reactive Armor)*
2 x RPK gunner (Lt. AP:1/AT:0)
3 x Riflemen w/AKMs

1 x BTR-60
1 x Platoon Guide w/AK-74
1 x Squad Leader w/AK-74
1 x Gunner w/RPG-18 (AP:2/AT:4(H) *(Loses an additional FP die against targets with ERA/Reactive Armor)*
2 x RPK-74 (Lt. AP:1/AT:0)
3 x Riflemen w/AKMs

1 x BTR-60
1 x Sniper w/Dragunov SVD
1 x Squad Leader w/AKM
1 x Gunner w/RPG-18 (AP:2/AT:4(H) *(Loses an additional FP die against targets with ERA/Reactive Armor)*

2 x RPK gunner (Lt. AP:1/AT:0)
3 x Riflemen w/AKMs

Bridging unit
3 x Trucks with PMPs

BUNDESWEHR MISSION

The Bundeswehr's mission is a simple one. Stop the NVA advance and destroy the bridging units before they can reach the front.

BUNDESWEHR VICTORY POINTS

- Per PMP destroyed: 5pts
- Per other NVA vehicle destroyed: 3pts

BUNDESWEHR FORCES

Bundeswehr Force Basic Attributes
Initiative Level: D10
Confidence Level: High
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D8/D10.

Bundeswehr Panzergrenadiers set up anywhere in shaded blue area of map.

Panzergrenadier Platoon
3 x Marder 1A2s with Milans (AP:4/AT:5(H), SACLOS* and carrying:
  1 x Leader w/G3A3
  1 x GPMG Team
    1 x Gunner w/MG3 GPMG (Med. AP:2/AT:0)
    1 x Assistant Gunner w/G3A3
  4 x Riflemen w/G3A3

**If Milan ATGM is dismounted from a Marder 1A2 they are placed on the table as two fireteams. Team 1 contains 1x Leader w/G3, 2x Riflemen w/G3, and 1x Gunner w/Milan. Team 2 is the same, but replaces the Milan with a GPMG. Both Teams are considered Weapon Teams.*

Supporting tank platoon elements
2 x Leopard 1A5s

SPECIAL RULES

TERRAIN

Wooded areas are impassable to vehicles. The 2nd tier of elevation on the hilltop in the NW corner of the map is also impassible to vehicles.

HIDDEN UNITS

Bundeswehr infantry that starts the game dismounted from its vehicles may deploy *Hidden* per *Force on Force* main rules p.64. (Highly recommended).

HUNTING THE HARRIERS

Somewhere inside NATO-occupied Germany, 1987

It is spring 1987 and the long-feared Soviet invasion of West Germany has taken place. While the WARPAC forces have made great progress it has been at considerable cost. The NATO air forces' close air support appears to be evening the odds. Ground attack helicopters and aircraft such as the Harrier GR.3 and A-10 Warthog have proved particularly effective and the Soviet High Command is now seeking all means possible to regain air superiority. Two Spetsnaz teams operating behind enemy lines since before the war even began have now been re-tasked to take out a recently discovered Harrier GR.3 dispersal site.

Scenario Information

Duration of Game: 8 Turns

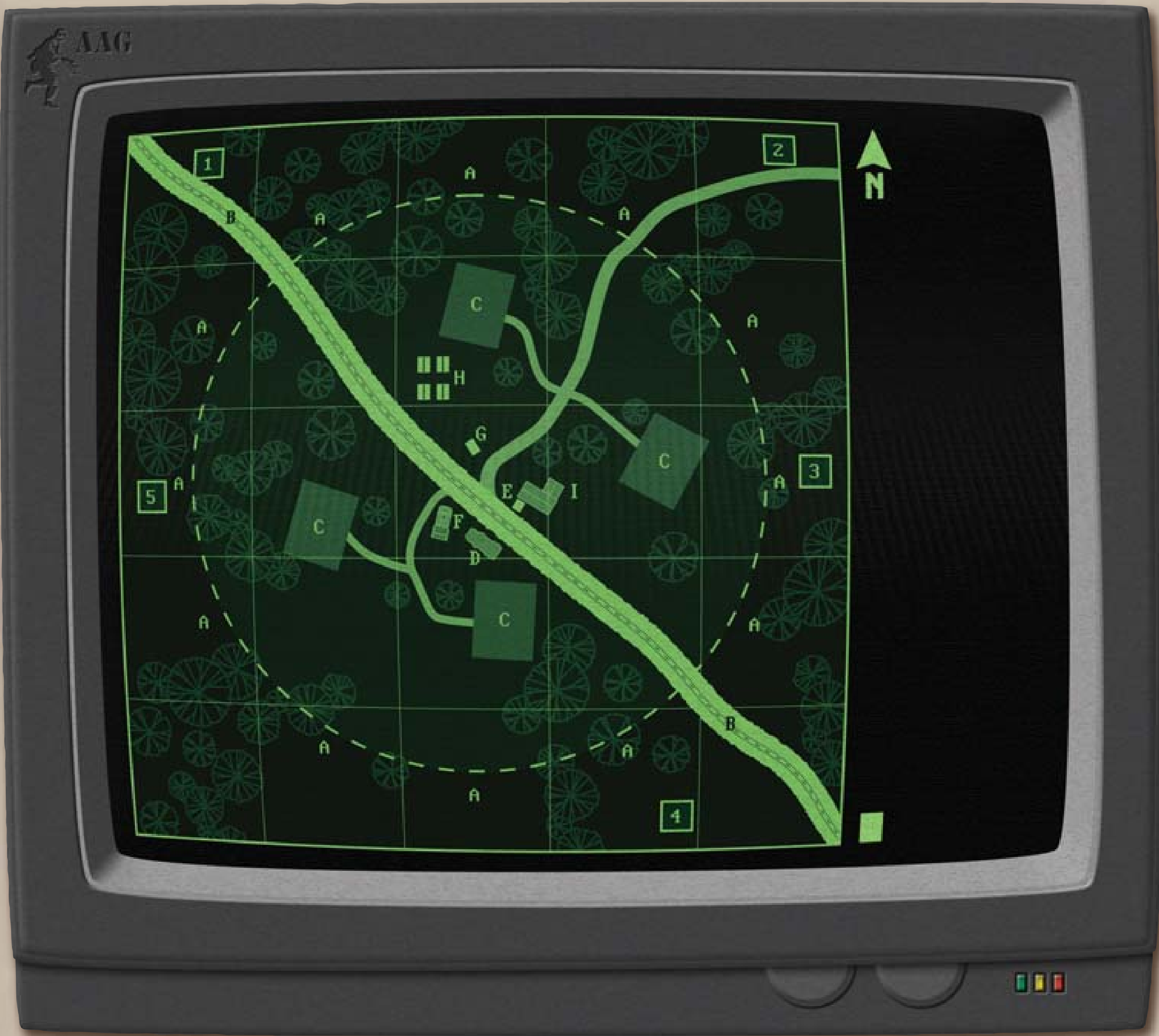
Initiative: The Soviets have the initiative for the first 3 turns. From Turn 4 onward, roll for initiative

Fog of War: Determined normally by Reaction Test rolls

Special Conditions: The entire board is treated as Average Woods, with the exceptions of the *Autobahn* and taxiways

Table Size: 4' x 4'

- A: Potential Spetsnaz deployment sites.
- B: Autobahn.
- C: Harrier Hides
- D: Fuel tank/Fuel truck



- E: Generator
- F: Ops Centre & Sultan
- G: Fire Tender
- H: Mess/Accomodation Tents
- I: Recently abandoned Farmhouse (lightly fortified)
- 1–5: Hotspots – random entry points for RAF Regiment reinforcements

SPETZNAZ MISSION

Two Spetsnaz teams, having previously completed their assigned missions, have now been tasked with destroying a RAF Harrier GR.3 hide located within their operational area. The dispersal site is hidden in a forested area near a deserted *Autobahn* and a short time ago two Harriers were observed landing on the road and taxiing to their hides. Attack and destroy the aircraft, their pilots, and the fuel dump supporting them.

SPETZNAZ VICTORY POINTS

- Each RAF Regiment/Ground crew KIA: 1pt
- Each RAF Aircrew KIA: 5pts
- Fuel Dump Destroyed: 5pts
- Each Harrier GR.3 Damaged: 3pts
- Each Harrier GR.3 Destroyed: 5pts

SPETZNAZ FORCES

Spetznaz Force Basic Attributes
Initiative Level: D10
Confidence Level: High
Supply Level: Poor
Body Armor: N/A
Troop Quality/Morale: D10/D10

Spetsnaz troops have night vision equipment and are *Stealthy*. They are equipped with *Suppressed Weapons* and *Close Combat Weapons* (fighting knives, silenced pistols, etc.) as well as *Smoke Grenades*.

Spetsnaz Command Team
1 x Group Leader w/Suppressed AK-74
1 x Radio Operator w/Suppressed AK-74

Spetsnaz Team 1
1 x Team Leader w/Suppressed AK-74
3 x Riflemen w/w/Suppressed AK-74s
1 x Rifleman w/AK-74/BG15 UGL (Lt. AP:1/AT:0)
1 x RPG Weapon Team
  1 x Gunner w/RPG-18 (AP:2/AT:4(H) *(Loses an additional FP die against targets with ERA/Reactive Armor)*
  1 x Rifleman w/Suppressed AK-74
1 x LMG Team
  1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)
  1 x Rifleman w/Suppressed AK-74

Spetsnaz Team 2
1 x Team Leader w/Suppressed AK-74
3 x Riflemen w/w/Suppressed AK-74s
1 x Rifleman w/AK-7474/BG15 UGL (Lt. AP:1/AT:0)
1 x RPG Weapon Team
  1 x Gunner w/RPG-18 (AP:2/AT:4(H) *(Loses an additional FP die against targets with ERA/Reactive Armor)*
  1 x Rifleman w/AK-74
1 x LMG Team
  1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)
  1 x Rifleman w/Suppressed AK-74

Spetsnaz Sniper Team
1 x Sniper w/Dragunov SVD
1 x Spotter w/Silenced AK-74

RAF REGIMENT MISSION

Intel reports Soviet Special Forces troops – Spetsnaz – have begun attempting to target dispersed NATO aircraft and helo sites. Protect your Harrier hide and the RAF pilots so they can continue their mission to destroy the WARPAC ground forces advancing into West Germany.

RAF REGIMENT VICTORY POINTS

- Each Spetsnaz soldier KIA or Seriously Wounded: 2pts
- Each Spetsnaz soldier captured: 5pts
- Each Harrier flown off-board: 10pts

RAF REGIMENT FORCES

RAF Regiment Force Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: See Below

Squadron Leader
TQ/Morale: D6/D8, w/Pistol
The Squadron Leader starts the game in the Ops Centre/Sultan.

Quartermaster
TQ/Morale: D6/D8, w/Pistol
The Quartermaster starts the game in the Farmhouse.

RAF Ground Crew
Prior to the start of the game, place a group of 5 unarmed RAF Ground Crew in each of the Harrier Hides that actually contain a Harrier, the Ops Centre, the Mess/Accommodation Tents and the Fire Tender as shown on map. They may not start the game in base-to-base contact with the Squadron Leader or Quartermaster. These groups act like the civilians in the rule book, but are manipulated by the British player.

Any of these groups of unarmed RAF Ground Crew may be converted into armed groups by the Squadron Leader or Quartermaster (use the process in the rulebook) provided that both the group and the Squadron Leader or Quartermaster are in the Ops Centre/Sultan or Farmhouse at the time (and thus have access to their weapons). Any armed groups created this way will be armed with FN L1A1 SLRs and are Confident, with Poor Supply levels, TQ/Morale: D6/D8.

RAF Aircrew
2 x Pilots w/Pistols (TQ/Morale: D6/D8)
Both pilots start the game in the Ops Centre/Sultan. They may never mover faster that cautious speed.

RAF Regiment – Hide Guard Detail *(TQ/Morale D8/D8)*
4 x Guards w/L1A1 SLRs

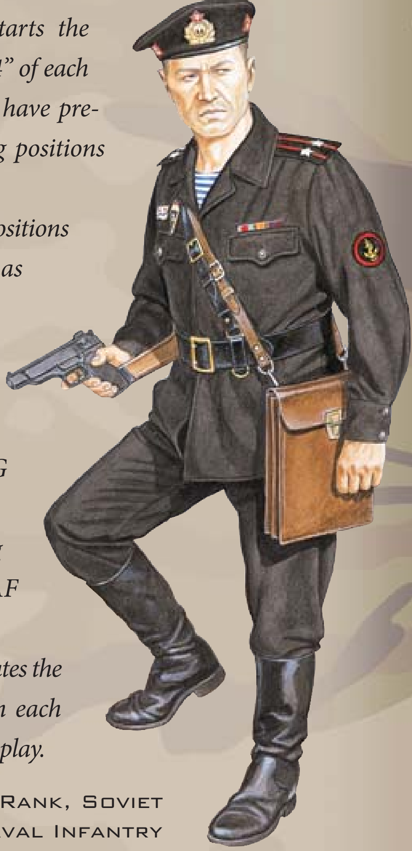
A Hide Guard Detail starts the game set up at or within 4" of each Harrier Hide. They may have pre-prepared up to 3 fighting positions near each Harrier hide.

One of these fighting positions (randomly determined) has a support weapon:

Roll D6:
1–4: L4A4 LMG (Lt. AP:1/AT:0)
5–6: L7A1 GPMG (Med. AP:2/AT:0)

Two of the fighting positions are Hidden (RAF Player's choice).

The RAF player designates the fighting position in which each Hide Guard Detail begins play.


CAPTAIN 2ND RANK, SOVIET NAVAL INFANTRY

RAF Regiment Patrol 1 *(TQ/Morale: D8/D8)*
4 x Riflemen w/L1A1 SLRs
2 x Dog Handlers w/Sterling SMGs
1 x Dog

Patrol 1 enters the board on foot via a randomly determined Hotspot on the turn following the raising of the alarm. It will appear at the beginning of the turn if the RAF has initiative or in the end phase if they do not. The patrol may use Out of Contact Movement.

RAF Regiment Patrol 2 *(TQ/Morale D8/D8)*
2 x Land Rovers w/L7A1 GPMG (Med. AP:3/AT:0), each with:

Fire Team
4 x Riflemen w/L1A1 SLRs
1 x LMG Weapon Team
    1 x Gunner w/L4A4 LMG (Lt. AP:1/AT:0)
    1 x Assistant Gunner w/L1A1 SLR.

Patrol 2 enters the board via a randomly determined Hotspot on the turn following the raising of the alarm. It will appear at the beginning of the turn if the RAF has initiative or in the end phase if they do not. The patrol may use Out of Contact Movement.

RAF Regiment Reaction Force *(TQ/Morale D8/D8)*
1 x FV101 Scorpion Light Tank

1 x FV103 Spartan APC, with:
  1 x Section Leader w/L1A1 SLR
  3 x Riflemen w/L1A1 SLRs
  1 x Gunner w/L4A4 LMG (Lt. AP:1/AT:0)

This Patrol enters the board via a randomly determined Hotspot following the raising of the alarm. At the beginning of each turn after the alarm has been raised, roll 1D6. On a 5+ the patrol appears. On the following turn it will appear on a 4+, then a 3+, etc.

SPECIAL RULES

RAISING THE ALARM

British units may not move until the beginning of the RAF Regiment's player's turn immediately following one of the following incidents:

- Spetsnaz troop blow something up
- Spetsnaz troops begin firing unsuppressed weapons (Sniper Rifle, UGL, RPG, etc.)
- Spetsnaz troops using suppressed weapons fail to kill every British model in a fired upon unit
- RAF personnel spot the Spetsnaz troops

ESCAPING HARRIERS

For a Harrier GR.3 to take off, the pilot must move into base-to-base contact with the plane. The next turn the Harrier must remain in place as the aircraft powers up. It is not possible for the Harrier GR.3 to vertically take off from the hide – it must taxi to the *Autobahn* – which takes another turn. At the beginning of the next RAF Regiment turn the Harrier GR.3 can take off. There are two Harriers currently landed.

Once it has taken off, a Harrier GR.3 takes no further part in the game.

DESTROYING HARRIERS

Treat Harriers as Light Vehicles when the Spetznaz attempt to destroy them. Any damage result that effects a Harrier's movement disables it. Destroyed results are treated as normal. Make the usual Crew Survival checks to determine the fate of the Harrier's Pilot.

COLD WAR REALITIES

Had the Cold War happened in a conventional sense during the mid-80s, it certainly would not have unfolded in a way that NATO or the Soviet Union/WARPAC predicted. What has become glaringly apparent is that the Soviet Union and its allies were not the powerhouse feared by the West.

In fact, there is much evidence that the Soviet Union feared NATO aggression, especially as NATO's capabilities and equipment improved and expanded during the 1980s and as the Soviet Union experienced repeated failure in its Afghanistan campaigns. As early as 1981, at a meeting of the Committee of Defense Ministers in Moscow, Soviet Marshall Ustinov declared that the balance of forces in Europe was no longer in the Warsaw Pact's favor, with the exception of nuclear weapons. (*A Cardboard Castle? An Inside History of the Warsaw Pact 1955–1991*, p.451)

What is clear is that the Soviet Union's quantitative advantage was not much of an advantage at all. To begin with, Soviet mobilization always consisted of three categories: Category A units (kept at full readiness and 80–110% of strength); Category B units (average 50% of strength and deployable within 30 days of mobilization) and Category C units (less than 30% in strength with much of their equipment in storage). The vast number of Soviet divisions were Category B and C. In the event of war, the Soviets would call up reserves to bring the units to full strength. The actual numbers facing off against NATO during peacetime was accordingly a fraction of the total force that the Soviets could muster. Thus an offensive war would take some preparation during which the West would not remain unaware or idle.

Additionally, with so much manpower in reserve and so much equipment in storage, the level of training conducted was minimal. This was brutally apparent in Afghanistan as the 40th Army began taking casualties and increasingly called up under-trained and unqualified reservists to fill its ranks. (*The Bear Went Over the Mountain: Soviet Combat Tactics in Afghanistan*, Lester Grau, pp.201–203.) What was even more telling was the inability of the Soviet logistics system to provide adequate maintenance, replacement parts, or even wholesale replacement of weapons and equipment. (*Soviet Weapon System Acquisition*, James H. Irvine, Naval Weapons Center, pp.8–9.)

Meanwhile, the increased spending by the Reagan administration widened the already-existing qualitative gap between the West and the East. The Soviet Union recognized that there was a distinct disadvantage in tactical air assets, especially attack helicopters. There was also a grudging acknowledgement that the quantitative advantage in tanks enjoyed by the Soviets and its allies was offset by the new Western tanks and the higher level of crew training.

As a result, Soviet conventional military thinking for Europe began to take on a defensive mindset.

A Leopard ready to pounce

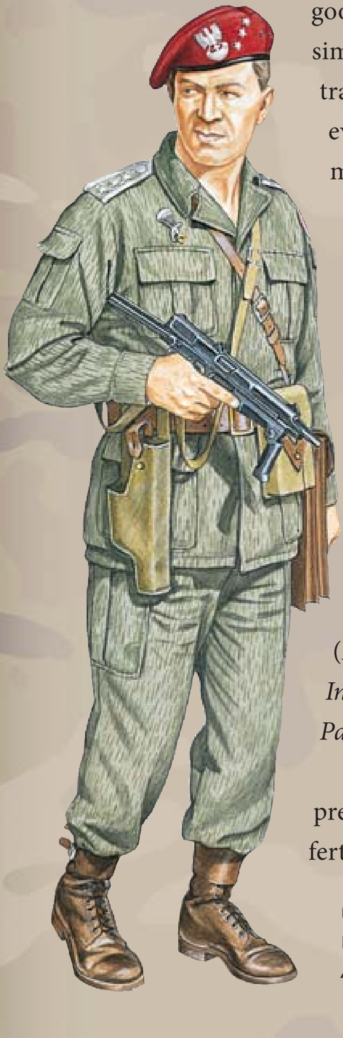
Take, for example, the following excerpt from a 1987 Soviet military training exercise postulating a NATO attack into Czechoslovakia:

"Given the developments, the Supreme Command of the Unified Armed Forces has decided to continue defensive operations and to firmly hold the lines, the objective being not to allow further advance of the enemy and to inflict casualties on enemy units that have broken through." (*A Cardboard Castle? An Inside History of the Warsaw Pact 1955–1991*, pp.551–553.)

No longer was the Soviet Union practicing the old adage of "the best defense is a good offense." Even the simplest of NATO defensive training was taken as evidence of an offensive mindset on the part of the US and its allies:

"Our estimate has been confirmed that NATO aims to achieve a favorable relationship between the intended surprise and the strong offensive forces necessary for a successful conventional war in Central Europe." (*A Cardboard Castle? An Inside History of the Warsaw Pact 1955–1991*, p 621.)

The reality of the 1980s presents wargamers with fertile ground for games involving a more confident, aggressive NATO and a more cautious, defensive-minded Soviet Union. The following scenarios represent episodes that could have happened, ranging from US intervention in Afghanistan to direct operations in Poland.



OFFICER, POLISH 6TH POMERANIAN AIR ASSAULT DIVISION

CHECK POINT CHARLIE STANDOFF

Berlin, Checkpoint Charlie, October 27, 1961

1961 was one of the tensest years in the Cold War. Following the building of the Berlin Wall and the US mobilization of 150,000 National Guard and reservists, East German police started impeding the passage of diplomatic personnel through Berlin in violation of the 1945 Potsdam agreements. In response, General Lucius Clay, President Kennedy's special advisor in Berlin, escalated tensions even further by deploying tanks at Checkpoint Charlie. The Soviets responded by sending tanks to the Brandenburg Gate. Ten Soviet tanks drove on to the east side of Checkpoint Charlie and faced off against their ten US counterparts on the west. For nearly 24 hours the two forces stared at each other only 200 meters apart loaded with live ammunition. This scenario explores what could have happened.

SCENARIO INFORMATION

Duration of Game: 6 Turns

Initiative: Rolled at the start of the scenario

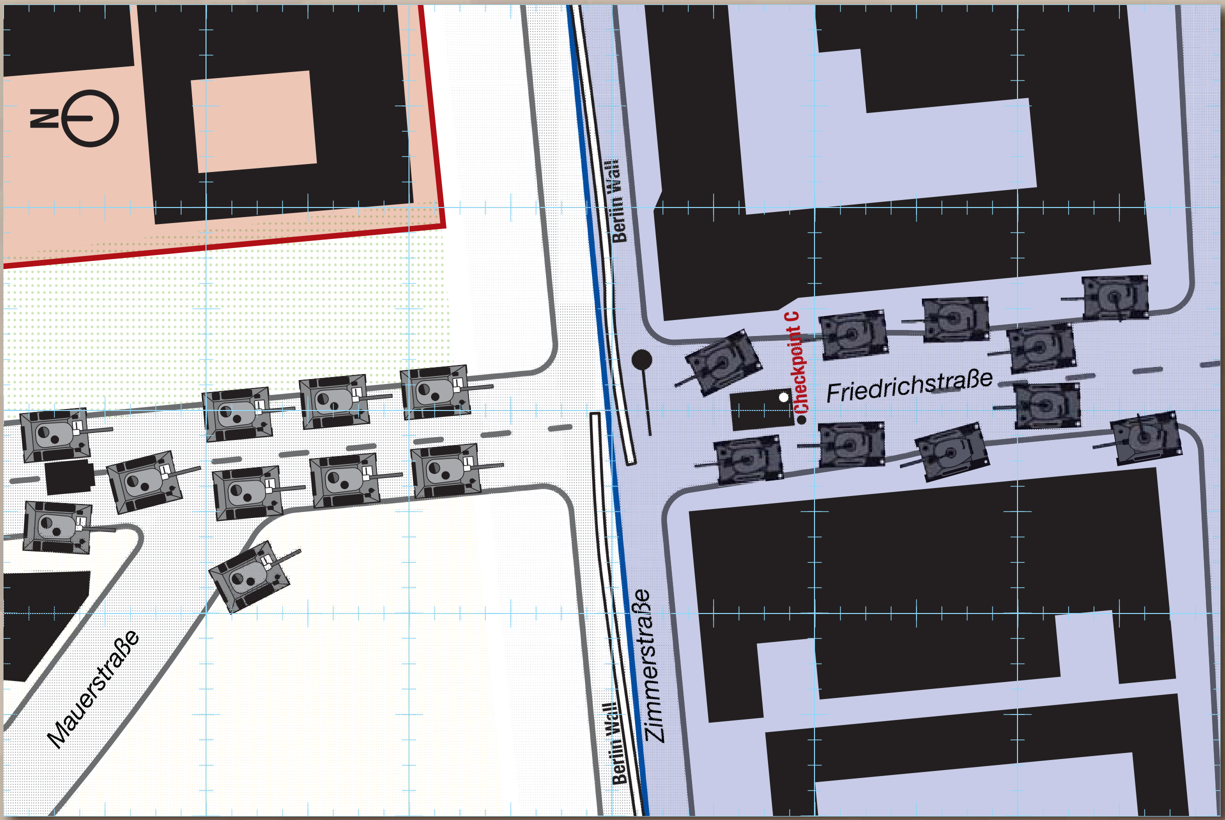
Fog of War: Suspended for this scenario

Special Conditions: See scenario Special Rules

Table Size: 2' x 3'

SOVIET MISSION

The Soviets are here in response to NATO/US aggression. If the US attacks, the Soviet mission is to destroy the US tanks.


N
Berlin Wall
Checkpoint C
Friedrichstraße
Mauerstraße
Berlin Wall
Zimmerstraße

SOVIET VICTORY POINTS

- Per vehicle destroyed: 3pts
- Per vehicle immobilized/main gun KO: 1pt

SOVIET FORCES

Soviet Force Basic Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: None

Troop Quality/Morale: D8/D8

Soviet Forces

(set up in road east of Checkpoint Charlie as indicated)

10 x T-55As

US MISSION

The US tanks are here in response to Soviet aggression. If the Soviets attack, the US mission is to destroy the Soviet tanks.

US VICTORY POINTS

- Per vehicle destroyed: 3pts
- Per vehicle immobilized/main gun KO: 1pt

US FORCES

US Force Basic Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: None

Troop Quality/Morale: D8/D8

US Forces

(set up in road west of Checkpoint Charlie as indicated).

10 x M48A2s w/dozer blades

SPECIAL RULES

INITIATIVE.

Both sides roll for initiative each turn as normal. On Turn 1 only, the side that wins the initiative is required to fire at least one vehicle at an opposing vehicle. This represents that either side could have accidentally initiated hostilities, given the high levels of tension and live ammo.

OPTIONAL RULES

SCALABLE FORCES

For those who don't have 20 vehicles in their collection, try the scenario with ½ or ¼ the forces listed. This scenario is a great introduction to vehicle combat for beginning players.

1985 REDUX

For a retake on the classic stare down, substitute M1 tanks for the US and T-80B tanks for the Soviets. This scenario can easily be played with BAOR or French armor substituting for the US forces.

HISTORICAL AFTERMATH

Through negotiation, President Kennedy pressured Premier Khrushchev to agree to pull back the Soviet tanks in exchange for a less assertive US attitude regarding the Berlin Wall. Each side's tanks backed off in turn, one by one, until the situation was defused.

FROM KABUL WITH LOVE

Somewhere behind the lines in Holland, 1985

As the Soviet advance has continued through West Germany and into Holland and Belgium, not all has gone the way of the Red Bear. Some pockets of resistance continue to be a thorn in the side of the Soviet supply lines. To deal with the problem, veterans of the 40th Army in Afghanistan have been redeployed to mop up these troublesome areas. This scenario depicts a platoon-sized Soviet *bronegruppa*-style assault (IFVs deployed as a blocking group, separate from their infantry) against a small town defended by remnants of a Dutch unit.

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Soviets throughout

Fog of War: Determined normally by Reaction Test rolls

Table Size: 4' x 4'

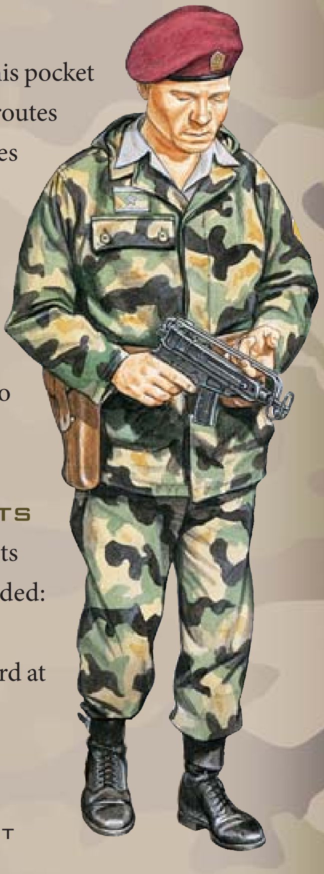
- 1–4: Locations of Dutch Remnant Units 1 through 4.

SOVIET MISSION

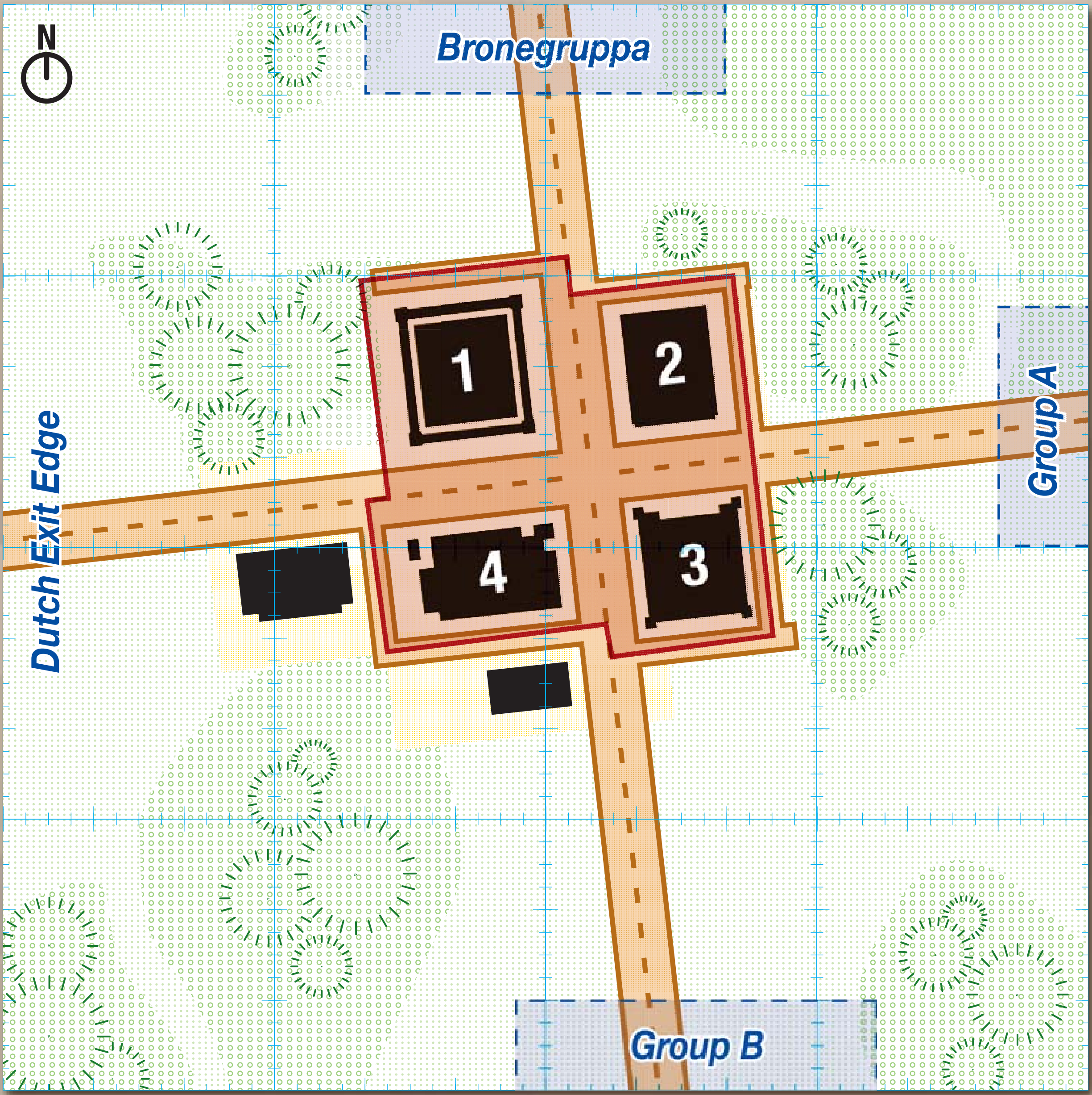
The Soviets need to annihilate this pocket of resistance to secure convoy routes bringing much needed supplies to the front. Simply occupying the town will not do; the Soviet division commander wants the resistance forces destroyed so they cannot find another base of operations to threaten supplies again.

SOVIET VICTORY POINTS

- Per Dutch soldier KIA: 2pts
- Per Dutch soldier wounded: 1pt
- Per Dutch unit still on board at end: 3pts



OFFICER, CZECHOSLOVAK
22ND AIRBORNE REGIMENT


N
Bronegruppa
Group A
Group B
Dutch Exit Edge
1
2
3
4

SOVIET FORCES

Soviet Force Basic Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: None

Troop Quality/Morale: D8/D10

Soviet Motorized Infantry Platoon *(set up as indicated)*

Bronegruppa consisting of:

3 x BMP-2s

Group A
2 x Squads, each of:

Rifle Team
2 x Riflemen w/AK-74s
1 x Grenadier w/GP-25 UGL (Lt. AP:1/AT:0)
1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)

Support Team
2 x Riflemen w/AK-74
1 x Gunner w/PKM (Med. AP:2/AT:0)
1 Gunner w/RPG-7 (Med. AP:2/AT:3(M)

Group B
1 x Squad

Rifle Team
2 x Riflemen w/AK-74s
1 x Grenadier w/GP-25 UGL (Lt. AP:1/AT:0)
1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)

Support Team
2 x Riflemen w/AK-74
1 x Gunner w/PKM (Med. AP:2/AT:0)
1 Gunner w/RPG-7 (Med. AP:2/AT:3(M)

DUTCH REMNANTS MISSION

The Soviets are assaulting the town. The Dutch forces must inflict casualties and withdraw to the west to live and fight another day.

DUTCH REMNANTS VICTORY POINTS

- Per every Soviet KIA/serious wound inflicted: 1pt
- Per BMP-2 immobilized/destroyed: 2pts
- Per Dutch unit exited the western board edge: 3pts*

**Units must have at least one unwounded figure to count*

DUTCH FORCES

Dutch Force Basic Attributes
Initiative Level: N/A
Confidence Level: Confident
Supply Level: Low
Body Armor: N/A
Troop Quality/Morale: D8/D8.

Dutch Remnants *(set up as indicated by map legend)*
Unit 1
1 x Leader w/FN FAL
4 x Riflemen w/FN FAL
1 x Specialist w/TLV (Carl Gustav 84mm, AP:3/AT:4(H) and UZI SMG

Unit 2
1 x Leader w/FN FAL
5 x Riflemen w/FN FAL
1 x Grenadier w/FN FAL with rifle grenades (Lt. AP:1/AT:0)

Unit 3
1 x Leader w/FN FAL
4 x Riflemen w/FN FAL
1 x Specialist w/TLV (Carl Gustav 84mm, AP:3/AT:4(H) and UZI SMG
1 x Gunner w/FN-MAG and Pistol (Med. AP:2/AT:0)

Unit 4
1 x Observer w/FN FAL
1 x Sniper w/FN FAL GLA sniper rifle
(two figures count as sniper team)

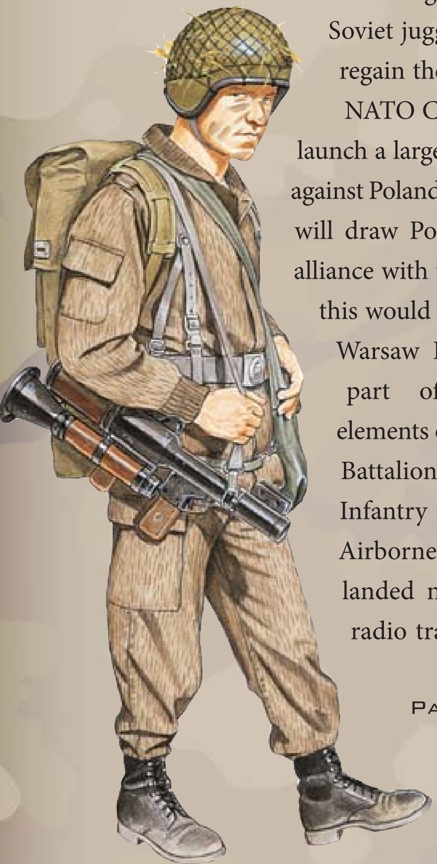
OPTIONAL RULES

Instead of using Dutch regular soldiers, this scenario can also be played using a NATO stay-behind unit. The Clandestine Planning Committee of SHAPE had established weapons caches and guerrilla units in every European NATO country. These were to be activated after a Soviet invasion to wage a guerrilla war. When using these resistance fighters, simply substitute the Dutch equipment with their equivalents from other nations, bearing in mind that most weapons caches would not have been filled with the most up-to-date material.

82ND AIRBORNE ATTACKS A RADIO STATION

Raszyn, Poland, Spring of 1983

It is late spring of 1983 and the Soviets have launched their much-dreaded attack across the Inner German border (IGB). US and other NATO forces have had mixed success in holding the line against the Soviet juggernaut. In order to regain the strategic initiative, NATO Command decides to launch a large airborne operation against Poland. It is hoped that this will draw Poland away from its alliance with the Soviets. Perhaps this would then start a wave of Warsaw Pact defections. As part of this operation, elements of the US Army's 1st Battalion, 504th Parachute Infantry Regiment, 82nd Airborne Division have landed near the long-range radio transmitter at Raszyn (about 6 km southwest of Warsaw). Their mission is to attack and seize the facility, using it for anti-Soviet propaganda purposes.



PARATROOPER, NVA
40TH AIRBORNE
BATTALION

SCENARIO INFORMATION

Duration of Game: 10 Turns

Initiative: The US has initiative on the first 2 turns. From the Turn 3 onward, roll for initiative each turn

Fog of War: Determined normally by Reaction Test rolls

Special Assets:

Poles: Lt. Mortars

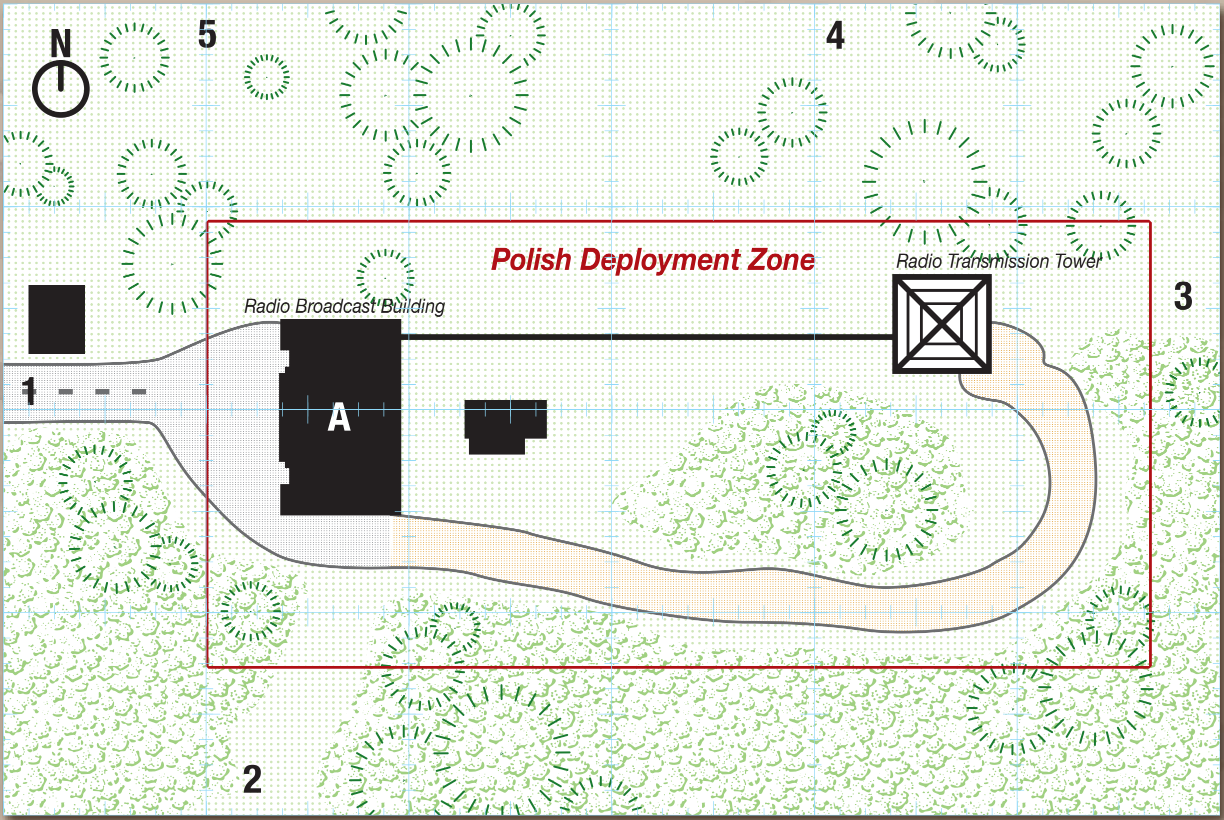
Table Size: 3' x 2'

- A: Main Radio Station Building
- 1–5: Unit Entry Points

US MISSION

Elements of the 1st Battalion, 504th Parachute Infantry must attack, seize, and hold the Raszyn radio transmission facility. They must prevent any Polish or Soviet platoon from re-taking the radio station. They must also attempt to avoid civilian casualties – in fact, they may try to turn any civilians they encounter into friendly partisans.

MEMBERS OF THE 82ND AIRBORNE BOARD A C141 STARLIFTER EN ROUTE TO POLAND



US Victory Points

- Main radio station building held at end of Turn 8: 5pts
- Transmission tower held at end of Turn 8: 5pts
- Each civilian mob turned into friendly partisans: 2pts
- Each civilian mob turned into a hostile mob: -2pts
- Each civilian casualty caused: -2pts

US Forces

US Force Basic Attributes

Initiative Level: D10

Confidence Level: Confident

Supply Level: Normal

Body Armor: Optional – See *Cold War Era Body Armor*

Troop Quality/Morale: D8/D10

Elements, 1-504 Parachute Infantry

For each squad and the platoon HQ, roll a D6. The squad or Platoon HQ begins the game set up within 4" of the corresponding point on the map. On a "6", the US player chooses the point at which to set up that unit.

Platoon HQ

1 x Platoon Leader w/M16A1

1 x Medic w/M16A1

1 x Dragon Team

  1 x Gunner w/Dragon ATGM (AP:4/AT:4(H), SACLOS

  1 x Assistant Gunner w/M16A1

3 x Squads, each with:

Fireteam

1 x Squad Leader w/M16A1

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

3 x Riflemen w/M16A1

Each Fireteam can fire one M72A2 LAW (AP:2/AT:3(H) per turn. Make a Troop Quality Test for each attempt to fire a LAW after the first. If the test fails, the unit is out of LAWs.

GPMG Weapon Team

1 x Gunner w/M60 GPMG (Med. AP:2/AT:0)

1 x Assistant Gunner w/M16A1

POLISH/SOVIET MISSION

The Soviets provided minimal early warning of the parachute drop and only 2 squads of Polish troops were able to secure the radio station prior to the attack by the American paratroopers. Polish (and possibly Soviet) reinforcements have been ordered in to assist. The radio station and transmitter must not be allowed to fall into the hands of the Americans.

AIRBORNE!

VICTORY POINTS

- Each US soldier KIA or Seriously Wounded: 1pt
- Each US soldier POW: 2pts
- Main radio station building held at end of turn 8: 5pts
- Transmission tower held at end of turn 8: 5pts
- Each civilian mob turned into US-friendly partisans: -2pts

POLISH/SOVIET FORCES

Polish/Soviet Force Basic Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: Optional – See *Cold War Era Body Armor*

Troop Quality/Morale: D8/D8

Elements, Polish Rifle Division

Prior to the beginning of the game, the Polish may deploy the 2 squads anywhere in the red box labeled "Polish Set-up Area". The squads can be divided into two fireteams if desired.

Polish Squad 1

1 x Squad Leader w/AKM

1 x Gunner w/RPG-7 (Med. AP:2/AT:3(M)

1 x Gunner w/RPK-74 MG (Lt. AP:1/AT:0)

5 x Riflemen w/AKMs

Polish Squad 2

1 x Squad Leader w/AKM

1 x Gunner w/RPG-7 (Med. AP:2/AT:3(M)

1 x Gunner w/RPK-74 MG (Lt. AP:1/AT:0)

5 x Riflemen w/AKMs

A T-72A AND BMP-1 STAND READY TO REPEL THE AIRBORNE ATTACK

SPECIAL RULES

TERRAIN

The main building (Building "A" on the map) is a *strong building* (9D8). The other two buildings are classed as *average* (6D8). The transmission tower ("B") is a tall tower, and cannot be damaged in the course of the game.

POLISH/SOVIET REINFORCEMENTS

At the beginning of each turn after Turn 2, the Polish player should roll a D6, and consult the chart below:

- 1–2: No reinforcements.
- 3: Polish squad (organized as above).
- 4: Polish T-55A
- 5: Soviet squad (organized into 2 teams – one with 3 x AK-74s and 1 x RPG-7 (Med. AP:2/AT:3(M) – the other with 3 x AK-74s and 1 x PKM (Med. AP:2/AT:0)
- 6: Soviet T-72A

Once the nature of reinforcements has been determined, they appear per the "Unit Entry Points" rule below.

UNIT ENTRY POINTS

Unit entry points indicate where Polish units enter the fight from off-board. When a unit appears, simply roll a D6, and they appear at the appropriate numbered point. On a "6", the owning player may choose at which point the unit arrives.

CIVILIANS

Three civilian mobs should be placed on the board (one in or near each building). The **Partisans** rule in this book applies to this scenario. The US platoon leader may attempt to direct them to safety or convert them into friendly partisans.

WHOSE SIDE ARE THEY ON?

To replicate the questionable loyalties of the Polish Army toward the Soviets, at the beginning of each turn, all Polish Units must roll a special morale check. If they fail, they immediately decide to fight for the US/NATO, and against their Polish brothers and the Soviets. If a unit makes a Morale Check in which no successes are rolled, that unit abandons the field.

82ND AIRBORNE IMPERILED

Near Warsaw, Poland, Spring of 1983

Elements of the US Army's 2nd Battalion, 505th Parachute Infantry Regiment, 82nd Airborne Division have landed outside a village near Warsaw with an important crossroads. Elements of the battalion, working with Solidarity partisans, have seized the village and its crossroads. The Poles and the Soviets now want it back.

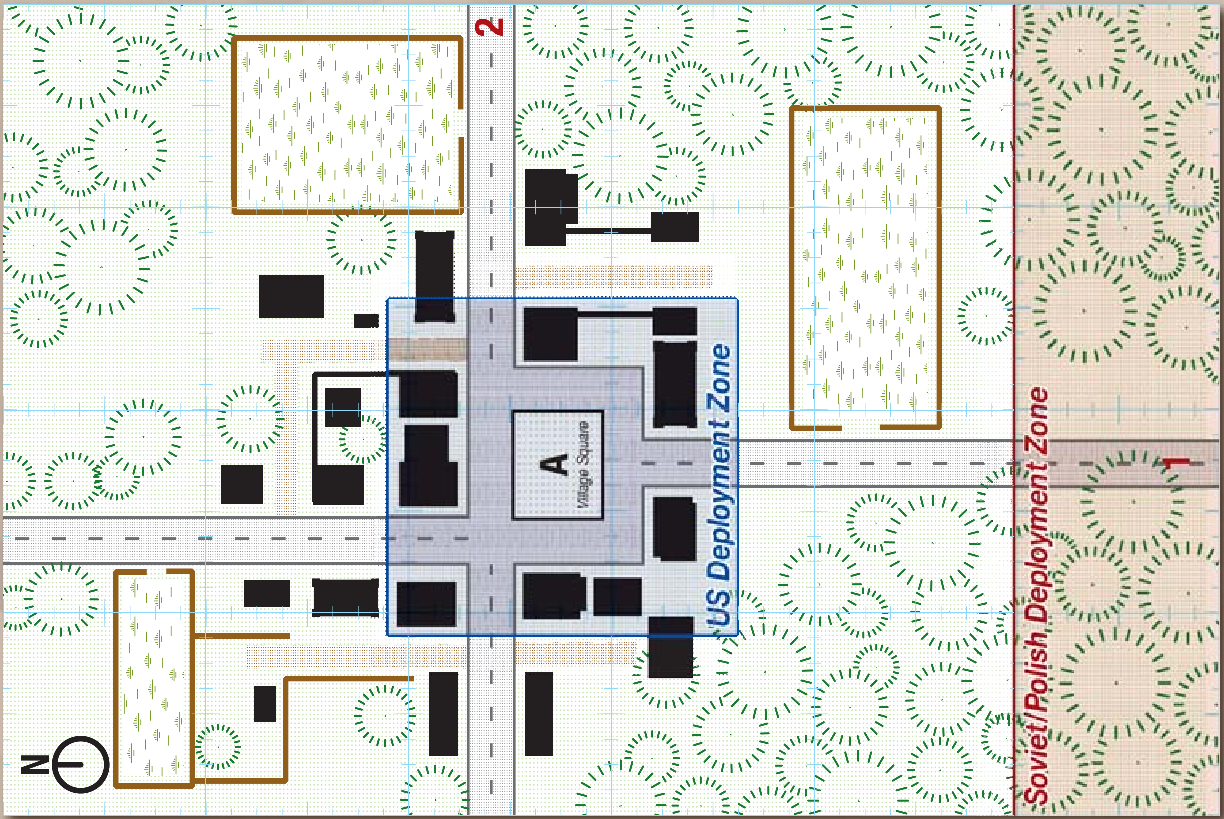
SCENARIO INFORMATION

Duration of Game: 10 Turns

Initiative: The Soviets and their Polish Allies have initiative on the first 3 turns. From Turn 4 onward, roll for initiative each turn.

Fog of War: Determined normally by Reaction Test rolls

Air Defense Environment: High



Special Assets:

- *USA:* Fighter-Bombers on Call – The US platoon leader may act as the FAC for this asset.
- *Poles/Soviets:* Heavy Mortars on Call

Table Size: 3' x 2'

- A: US Set-Up Zone
- 1 & 2: Polish/Soviet Unit Entry Points

US MISSION

Elements of the 2nd Battalion, 505th Parachute Infantry must hold the crossroads in the village near Warsaw by holding the buildings that overlook it. They must prevent any Polish or Soviet units from taking it. They must also attempt to avoid civilian casualties, but they may try to turn any civilians they encounter into friendly partisans.

US VICTORY POINTS

- Each building in US set-up zone held at end or turn 8: 5pts
- Each civilian mob turned into friendly partisans: 3pts
- Each civilian mob turned into a hostile mob: -2pts
- Each civilian casualty caused: -2pts

US FORCES

US Force Basic Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: Optional – See *Cold War Era Body Armor*

Troop Quality/Morale: *US Troops* – D8/D10; *Polish Partisans* – D6/D12

Elements, 2-505 Parachute Infantry

Platoon HQ

1 x Platoon Leader w/M16A1

1 x Platoon Sergeant w/M16A1

1 x Medic w/M16A1

2 x Dragon ATGM teams

  1 x Gunner w/Dragon ATGM (AP:4/AT:4(H)

  1 x Assistant Gunner w/M16A1

This unit sets up anywhere in the US set-up zone.

2 x Squads, each of:

  Fireteam

  1 x Squad Leader w/M16A1

  1 x Grenadier w/M203 (Lt. AP:1/AT:0)

  3 x Riflemen w/M16A1

An Airborne trooper sets up a perimeter claymore

Each Fireteam can fire one M72A2 LAW (Med. AP:2/AT:3(H) per turn. Make a Troop Quality Test for each attempt to fire a LAW after the first. If the test fails, the unit is out of LAWs.

  GPMG Weapon Team

  1 x Gunner w/M60 GPMG (Med. AP:2/AT:0)

  1 x Assistant Gunner w/M16A1

These units may be deployed as whole squads, or may be broken down into 2 teams each. These units set up anywhere in the US set-up zone.

Polish Solidarity Partisans *(Irregulars)*

1 x Partisan Leader w/AK-74

2 x Partisan Cells, each of:

  D6+3 x partisans w/AKMs

  1 x partisan w/RPG-7 (Med. AP:2/AT:3(M)

Polish units may set up in any building in the village, including the outbuilding near the southern wood line.

POLISH/SOVIET MISSION

The Soviets provided minimal early warning of the parachute drop and no Polish troops were able to secure the crossroads prior to its seizure by the American paratroopers. Polish and Soviet units have been ordered to retake the village and its important crossroads.

POLISH/SOVIET VICTORY POINTS

- Each US soldier KIA or Seriously Wounded: 1pt
- Each US soldier POW: 2pts
- Each partisan POW: 3pts
- Each building in US set-up zone held at end or turn 8: 5pts
- Each civilian mob turned into US-friendly partisans: -2pts

POLISH/SOVIET FORCES

Polish/Soviet Force Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: Normal
Body Armor: Optional – See *Cold War Era Body Armor*
Troop Quality/Morale: D8/D10

Elements, Polish Rifle Division
1 x Officer w/AK-74

3 x Squads, each of:
1 x Squad Leader w/AKM
1 x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)
5 x Riflemen w/AKMs

3 x T-55A Tanks

Prior to the beginning of the game, the Polish player may deploy his units in the Soviet/Polish set-up zone.

SPECIAL RULES

TERRAIN

All buildings are *average* structures (6d8).

POLISH/SOVIET REINFORCEMENTS

At the beginning of each turn after Turn 3, the Polish player should roll a D6, and consult the chart below:

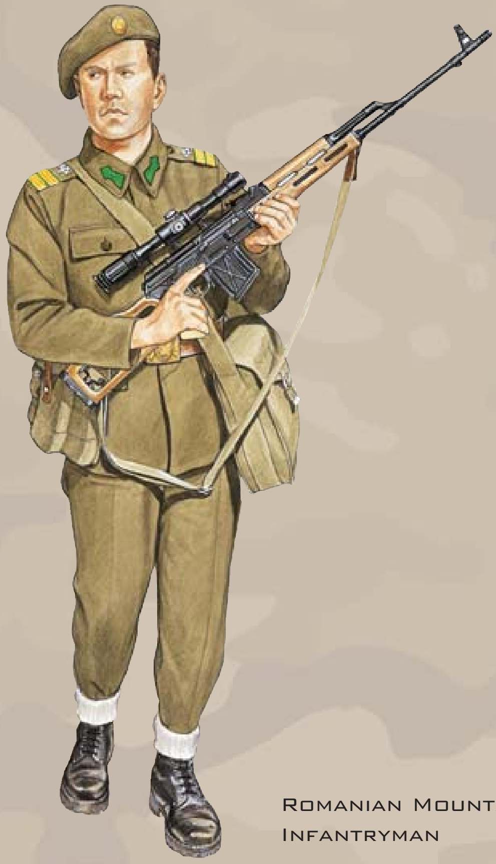
- 1–2: No reinforcements
- 3–5: Soviet VDV squad organized with 2 teams – one with 3 x AK-74s and 1 x RPG-7 (AP:2/AT:3(M), the other with 3 x AK-74s and 1 x PKM (Med. AP:2/AT:0). They are TQ/Morale D8/D10. The squad appears at either Point 1 or 2 (player's choice)
- 6: Soviet T-72A (TQ/Morale: D8/ D10). The tank appears at point 1

CIVILIANS

Three civilian mobs should be placed on the board (one in or near each building). The **Partisans** rule in this book applies to this scenario. The US platoon leader may attempt to direct them to safety or convert them into friendly partisans.

WHOSE SIDE ARE THEY ON?

To replicate the questionable loyalties of the Polish Army toward the Soviets, at the beginning of each turn, all Polish Units must roll a special morale check. If they fail, they immediately decide to fight for the US/NATO, and against their Polish brothers and the Soviets. If a unit makes a Morale Check in which no successes are rolled, that unit abandons the field.



ROMANIAN MOUNTAIN INFANTRYMAN

82ND AIRBORNE - HOLD UNTIL RELIEVED!

Near Warsaw, Poland, Spring of 1983

Elements of the US Army's 1st Battalion, 325th Parachute Infantry Regiment, 82nd Airborne Division have landed near a village somewhere in Poland. Working with Solidarity partisans, these elements have seized the village and are holding on until relieved. The Poles and the Soviets want to destroy the units from the 82nd.

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: The Soviets and their Polish Allies have initiative on Turn 1. From Turn 2 onward, roll for initiative each turn.

Fog of War: Determined normally by Reaction Test rolls

Air Defense Environment: High

Special Assets:

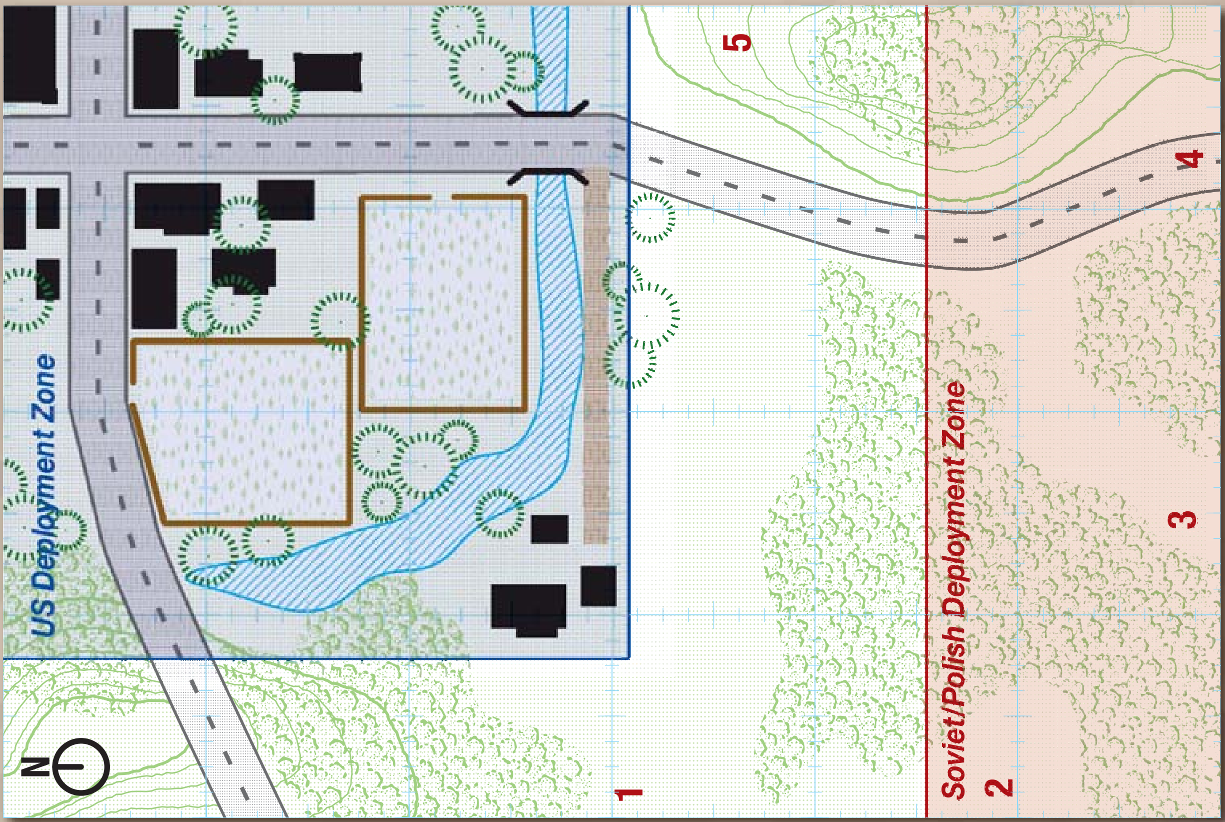
- *US:* Fighter Bomber on Call; Light Artillery on Call (NATO Relief Forces only)
- *Poles:* Heavy Mortars on Call

Table Size: 3' x 2'

- 1–5: Unit Entry Points

US MISSION

Elements of the 1st Battalion, 325th Parachute Infantry must hold in and/or near the Polish village they have seized until they are relieved. They must also attempt to avoid civilian casualties.



US Victory Points

- At least one non-pinned, non-pulled back US unit is in the US set-up zone when any NATO unit makes contact with it: 10pts
- Each civilian mob turned into friendly partisans: 3pts
- Each Civilian casualty caused: -2pts

US Forces

US Force Basic Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: Optional – See *Cold War Era Body Armor*

Troop Quality/Morale: *US Troops* – D8/D10; *Polish Partisans* – D6/D12; *Dutch Troops* – D8/D8

Elements, 2-505 Parachute Infantry

Platoon HQ

(This unit is placed anywhere in the US set-up zone)

1 x Platoon Leader w/M16A1

1 x Platoon Sergeant w/M16A1

1 x Medic w/M16A1

2 x Dragon ATGM teams

  1 x Gunner w/Dragon ATGM (AP:4/AT:4(H)

  1 x Assistant Gunner w/M16A1

2 x Squads, each of:

  Fireteam

  1 x Squad Leader w/M16A1

  1 x Grenadier w/M203 (Lt. AP:1/AT:0)

  3 x Riflemen w/M16A1

Each Fireteam can fire one M72A2 LAW (Med. AP:2/AT:2(H) per turn. Make a Troop Quality Test for each attempt to fire a LAW after the first. If the test fails, the unit is out of LAWs.

  GPMG Weapon Team

  1 x Gunner w/M60 GPMG (Med. AP:2/AT:0)

  1 x Assistant Gunner w/M16A1

Polish Partisans *(Irregulars)*

1 x Partisan Leader w/AKM

D6+4 x Partisans w/AKMs

2 x Partisans w/RPG-7 (Med. AP:2/AT:3(M)

Elements, Royal Netherlands Army

Understrength and depleted from losses made on the advance, elements of the Royal Netherlands Army arrive to attempt to relieve the beleaguered Airborne troops.

Each turn after Turn 2, roll a d6 for each unit (HQ, squad, or tank). If the roll is equal to or less then the turn number, the unit arrives. Roll a d6 for location. It arrives as follows: 1-2 is point 1, 3-4 is point 2, 5-6 is point 3.

Infantry Platoon HQ

1 x YPR-765

1 x Platoon Leader w/FN-FAL

1 x RTO w/FN-FAL

1 x Rifleman w/FN-FAL

3 x Squads, each of:

1 x YPR-765

  Rifle Team

  1 x Section Leader w/FN-FAL

  5 x Riflemen w/FN-FAL

  GPMG Team

  1 x Gunner w/FN MAG GPMG (Med. AP:2/AT:0)

  1 x Assistant w/FN-FAL

3 x Centurion Mk. 5/2s

A Centurion Mk. 5/2 from the Royal Netherlands Army relief force

POLISH/SOVIET MISSION

The Soviets provided minimal early warning of the parachute drop, and no Polish troops were able to secure the village prior to its seizure by the American paratroopers. Polish and Soviet units have been ordered to attack and destroy the Americans, and prevent approaching NATO troops from relieving them.

POLISH/SOVIET VICTORY POINTS

- Each US soldier KIA, POW or Seriously Wounded: 1pt
- Each partisan POW: 2pts
- Prevent NATO unit link-up with US unit: 5pts

POLISH/SOVIET FORCES

Polish/Soviet Force Basic Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: Optional – See *Cold War Era Body Armor*

Troop Quality/Morale: D8/D10

Elements, Polish Rifle Division

1 x Officer w/AKM

3 x Squads, each of:

1 x Squad Leader w/AKM

1 x Gunner w/RPG-7 (Med. AP:2/AT:2(M)

1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)

5 x Riflemen w/AKMs

3 x T-55A Tanks

Prior to the beginning of the game, the Polish player may deploy his units in the Soviet/Polish set-up zone.

SPECIAL RULES

POLISH/SOVIET REINFORCEMENTS

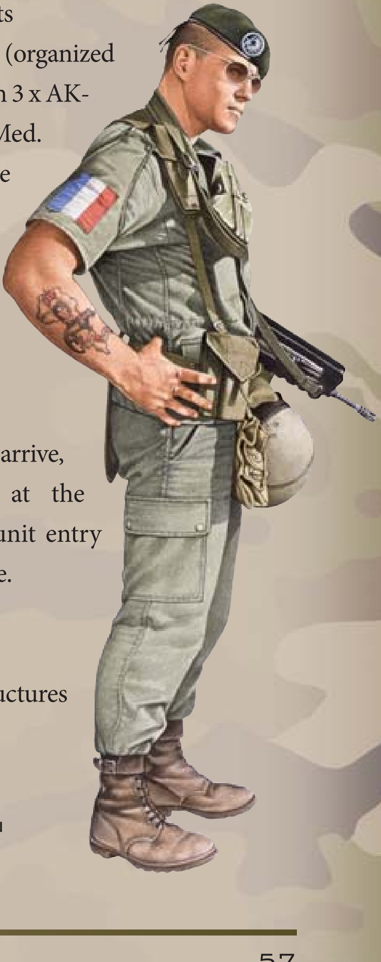
At the beginning of each turn after turn 3, the Polish player should roll a D6, and consult the chart below:

- 1–2: No reinforcements
- 3–5: Soviet Rifle squad (organized with 2 teams – one with 3 x AK-74s and an RPG-7 (Med. AP:2/AT:3(M), the other with 3 x AK-74s and 1 x PKM (Med. AP:2AT:0). They are TQ/Morale D8/D10.
- 6: Soviet T-72A

When Soviet reinforcements arrive, roll a d6. They arrive at the corresponding numbered unit entry point. A "6" is player's choice.

TERRAIN

All buildings are *average* structures (6d8).



French Foreign Legion Paratrooper, 2e REP

CIVILIANS

Three civilian mobs should be placed on the board (one in or near each building). The **Partisans** rule in this book applies to this scenario. The US platoon leader may attempt to direct them to safety or convert them into friendly partisans.

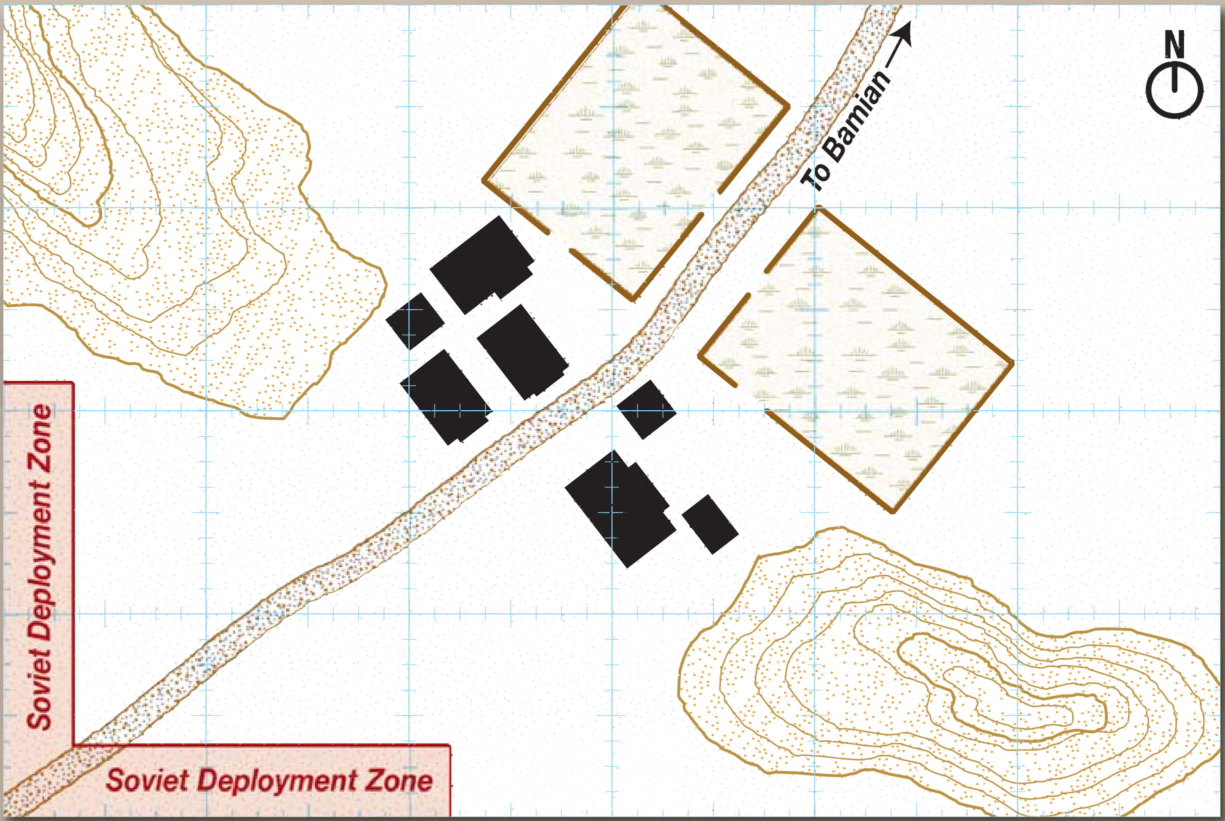
WHOSE SIDE ARE THEY ON?

To replicate the questionable loyalties of the Polish Army toward the Soviets, at the beginning of each turn, all Polish Units must roll a special morale check. If they fail, they immediately decide to fight for the US/NATO, and against their Polish brothers and the Soviets. If a unit makes a Morale Check in which no successes are rolled, that unit abandons the field.

HARDPOINT

The village of Gharband, northeast of Kabul, Afghanistan, 1985

If the Cold War broke out in the mid-1980s, more than likely the Soviets would have been still engaged in Afghanistan. In fact, a slightly more aggressive US approach in that country could have actually served as the *casus belli* for an escalation of hostilities. This scenario supposes that the US decided to take a more direct role in Afghanistan and features a Soviet company in the village of Gharband discovering that the *mujahedeen* resistance has been stiffened by US Special Forces.



SCENARIO INFORMATION

Duration of Game: 10 Turns

Initiative: Soviets for the first five turns; roll for Initiative thereafter.

Fog of War: Determined normally by Reaction Test rolls

Air Defense Environment: Average

Table Size: 4' x 6'

SOVIET MISSION

The Soviets are moving in force from Kabul to the northeast. The villages of Gharband and Bamian are in the way. Destroy any insurgents encountered, secure Gharband and push on toward Bamian.

SOVIET VICTORY POINTS

- Per mujahedeen soldier KIA or Seriously Wounded: 1pt
- Per US Special Forces soldier KIA or Seriously Wounded: 3pts
- Per US Special Forces soldier captured: 5pts
- Per vehicle exited off road on north map edge: 5pts

SOVIET FORCES

Soviet Force Basic Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: Optional – See *Cold War Era Body Armor*

Troop Quality/Morale: D8/D8

Elements of a Soviet Motorized Infantry Company
(set up in indicated areas; infantry may start mounted in BMPs)

1st Platoon
3 x Squads, each of:
1 x BMP-2D

Rifle Team
2 x Riflemen w/AK-74s
1 x Grenadier w/GP-25 UGL (Lt. AP:1/AT:0)
1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)

Support Team
2 x Riflemen w/AK-74
1 x Gunner w/PKM (Med. AP:2/AT:0)
1 x Gunner w/RPG-7 (Med. AP:2/AT:3(M)

2nd Platoon
3 x Squads, each of:
1 x BMP-2D

Rifle Team
2 x Riflemen w/AK-74s
1 x Grenadier w/GP-25 UGL (Lt. AP:1/AT:0)
1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)

Support Team
2 x Riflemen w/AK-74
1 x Gunner w/PKM (Med. AP:2/AT:0)
1 x Gunner w/RPG-7 (Med. AP:2/AT:3(M)

Company HQ
1 x BMP-2D
1 x Company Commander w/AK-74
1 x SAM-7 Grail AA gunner

MUJAHIDEEN/US MISSION

Soviet motorized infantry are moving in force toward Bamian. Conduct an active defensive of Gharband and bleed the Soviet columns before they can reach Bamian.

MUJAHIDEEN/US VICTORY POINTS

- Per every Soviet KIA or Seriously Wounded: 2pt
- Per BMP-2D immobilized/destroyed: 5pts

MUJAHIDEEN/US FORCES

Mujahideen Force Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: Poor
Body Armor: N/A
Troop Quality/Morale: D6/D10

US Special Forces Attributes
Initiative Level: D10
Confidence Level: Normal
Supply Level: Low
Body Armor: Optional – See *Cold War Era Body Armor*
Troop Quality/Morale: D10/D10

Set up units as desired in village or on either of the two hills.

Soviet Motor Rifleman

Mujahideen Forces

Unit 1
1 x Leader w/AK-74
5 x Riflemen w/AK-74s
1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)
1 x Gunner w/RPG-7 (Med. AP:2/AT:3(M)

Unit 2
1 x Leader w/AK-74
6 x Riflemen w/AK-74s
1 x Gunner w/RPG-7 (Med. AP:2/AT:3(M)

Unit 3
2 x Leaders w/AK-74s
3 x Riflemen w/AK-74s
1 x Gunner w/AT-4 “Spigot” (ATGM, AP:4/AT:4(H), SACLOS

Unit 4
1 x Leader w/AK-74
3 x Riflemen w/AK-74s
1 x Gunner w/M72A3 LAW (AP:2/AT:3(H)

Unit 5
1 x Leader w/AK-74
5 x Riflemen w/AK-74s
1 x Gunner w/RPG-18 (AP:2/AT:4(H) *Loses an additional FP die against targets with ERA*
1 x PKM (Med. AP:2/AT:0)

US Special Forces ODA Detachment
(6 man split section from full detachment)

1 x Team Leader w/M16A1 (may attach to any fireteam)
1 x Medic w/M16A1 (may attach to any fireteam)

1 x AT Team
1 x Gunner w/AT4 (AP:4/AT:4(H)
1 x Rifleman w/M16A1

1 x TAC/Comm Team
1 x TAC w/M16A1
1 x Rifleman w/M16A1

SPECIAL RULES

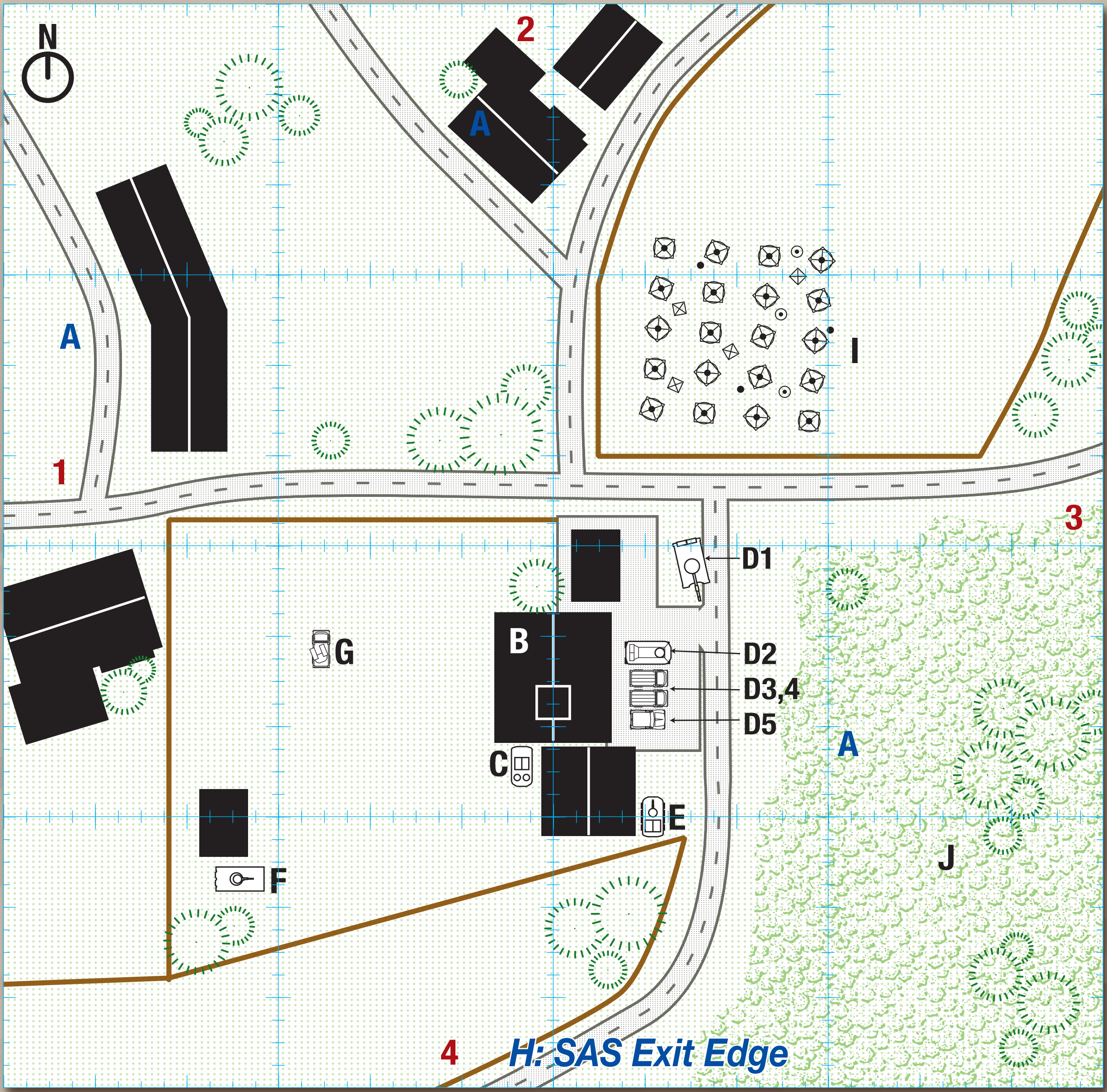
AIR SUPPORT

The US Special Forces TAC may request an air strike (see *Force on Force* main rule book for rules on conducting an air strike, pp. 100–102). For the purposes of this scenario, the TAC has priority. The Air Defense Environment is Light. The actual strike is conducted by a fixed wing aircraft which may conduct a Strafing Run only. The number of air strikes is limited to three for the entire scenario. Failures to call in air strikes or aborts do not count against this total.

SAS ATTACK

West Germany, 1987

The long feared Soviet invasion of West Germany has taken places in the spring of 1987. To date the WARPAC forces have made great progress and NATO has been thrust back on its heels. SACEUR has developed a



massive counterstroke using much of the available NATO strategic reserve in an attempt to hold up the Soviet thrust for a few days, allowing the US REFORGER units to arrive in France. As part of that counter-thrust, air power and special forces units are going to try to decapitate as many WARPAC divisions and armies as they can – striking at their leadership.

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: The SAS have the initiative for the first 2 turns. From Turn 3 onward, roll for initiative each turn.

Fog of War: Determined normally by Reaction Test rolls

Special Assets:

- *SAS:* Off Board Light Mortar Support

Table Size: 4' x 4'

- A: Potential SAS Mountain Troop deployment sites
- B: Schoolhouse/Command Post
- C: Parked Command BTRPU
- D: Vehicle Park
- D1: T-80
- D2: MTLB
- D3: Zil 157
- D4: Zil 157
- D5: UAZ-469
- E: Force Protection Detail BTR-70
- F: Air Defence BMP1AA
- G: Air Defence Vehicle
- H: SAS Exit Board edge
- I: Antennae Farm
- J: Scrubland
- 1-4: Soviet Reinforcements Entry Edges

SAS MISSION

Just before hostilities began, two SAS troops (Mountain & Mobility) of B Squadron, 22SAS, were concealed as a "Stay Behind Team" in a carefully constructed hide. WARPAC forces rapidly advanced into West Germany and the hide is now far behind enemy lines in the Soviet rear area. The SAS troops have come out of hiding and are causing havoc in a variety of previously anticipated missions.

Now they have been tasked with taking out the 16th Guards Tank Division's Command Post. The CP is hidden in a village near a deserted school and several hours of observation have shown officers, technicians, and couriers moving in and out. Attack the Command Post, including all vehicles, commanders, and the antennae farm, before leaving as quickly as possible and getting back to concealed vehicles.

SAS VICTORY POINTS

- Each Soviet soldier KIA: 1pt
- Each Soviet Vehicle Destroyed: 2pts
- Each Command Vehicle Destroyed: 3pts
- Each Soviet General Officer KIA: 5pts
- Antennae Farm Destroyed: 5pts

SAS FORCES

SAS Force Basic Attributes

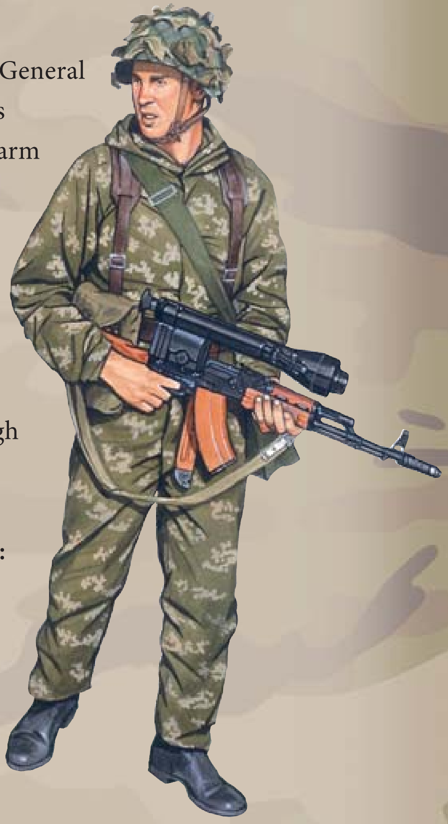
Initiative Level: D10

Confidence Level: High

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D10/D10



Soviet Motor Rifleman

SAS troops have night vision equipment and are Stealthy. Each team member is also armed with a Browning pistol, LAW AT Rocket, grenades, smoke grenades, claymore mine, fighting knife and demolition material.

Mountain Troop will undertake the assault phase of the mission. They are organized as follows:

SAS Fire Support Group
1 x Captain w/CAR15
1 x Signaller w/CAR15

1 x Sniper Team
1 x Sniper w/L42A1 Sniper Rifle
1 x Spotter w/M203 (Lt. AP:1/AT:0)

1 x L7A1 GPMG Team
1 x GPMG (Med. AP:2/AT:0)
1 x Assistant Gunner w/CAR15

1 x AT Team
1 x Gunner w/Milan ATGM (AP:4/AT:5(H), SACLOS
1 x Assistant Gunner w/M203 (Lt. AP:1/AT:0)

SAS Assault Group
1 x Patrol Leader w/MP5SD3 & CAR-15
1 x Signaller w/CAR-15
1 x Medic w//M203 (Lt. AP:1/AT:0)
1 x Demolitions Specialist w/M203 (Lt. AP:1/AT:0)

Mountain Troop starts on the table anywhere in cover within 6" of one of the potential deployment sites shown. Note the Troop Commander and Patrol Leaders are all able to request a fire mission.

Mobility Troop will provide security for the hidden vehicles, interdiction of enemy assets along the escape route and Indirect Fire Support (81mm Mortar with HE and Smoke). They are not placed on the table.

SOVIET MISSION

Intel reports NATO is about to begin its first major counterattack against WARPAC forces. At this point in the battle C3I continuity is critical. Protect the Divisional Forward HQ, allowing the Command staff to carry out their mission in support of the ground forces advancing into West Germany.

SOVIET VICTORY POINTS

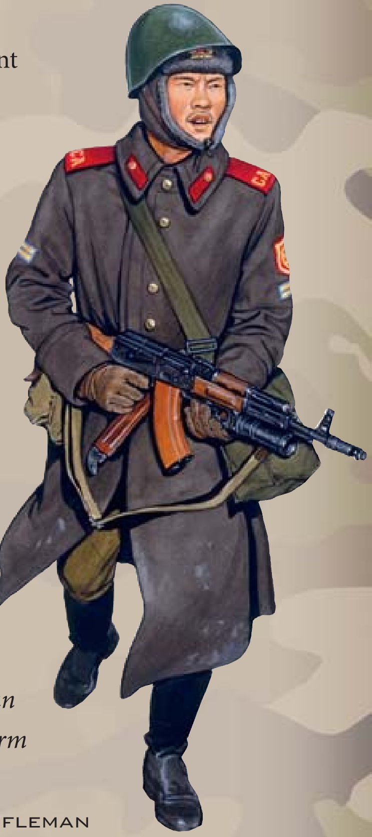
- Each SAS soldier KIA or Seriously Wounded: 2pts
- Each General Officer to survive attack: 2pts
- Each SAS soldier captured: 5pts
- Antennae Farm survives attack: 10pts

SOVIET FORCES

Soviet Force Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D8/D10

Soviet CP Staff Officers & Technicians

Place two groups of 4 unarmed Soviet CP Staff Officers & Technicians in the Schoolhouse and one group near the BTRPU. All Soviet CP Staff Officers & Technicians start the game pinned. Once unpinned, they can spend a turn stationary to arm



Soviet Motor Rifleman

themselves, at which point they can replace their pistols with AK-74s (normal Small Arms).

Divisional Executive Officer, Divisional Chief of Staff (Operations), Divisional Chief of Staff (Intelligence)

These are all General Officers and are armed with pistols. They start the game in the Schoolhouse/Command Post. They are Pinned.

Divisional Chief of Staff (Logistics)

The Chief Of Staff (Logistics) is a General Officer. He is armed with a pistol and starts the game in the BTR60PU. He is Pinned.

Divisional Political Officer

The Political Officer is a General Officer. He is armed with a pistol and starts the game in the BMP1AA. He is Pinned.

Soviet Force Protection Detail

The Force Protection Detail starts the game set up at or within 4" of the Schoolhouse/Command Post and Pinned. They may have pre-prepared up to 3 fighting positions near the Schoolhouse/Command Post. One team may be in a fighting position. The BTR-70 is crewed and parked next to the Schoolhouse/Command Post.

1 x BTR70

Rifle Team
1 x Team Leader w/AK-74
1 x Grenadier w/GP-25 UGL (Lt. AP:1/AT:0)
1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)
1 x Rifleman w/AK-74

Support Team
1 x Team Leader w/AK-74
1 x Gunner w/PKM (Med. AP:2/AT:0)
1 x Gunner w/RPG-7 (Med. AP:2/AT:3(M)
1 x Rifleman w/AK-74

Soviet Force Protection Patrol

The Force Protection Patrol starts the game next to the Soviet Air Defence Vehicle.

Rifle Team
1 x Team Leader w/AK-74
1 x Grenadier w/AK-74/UGL (Lt. AP:1/AT:0)
1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)
1 x Rifleman w/AK-74

Support Team
1 x Team Leader w/AK-74
1 x Gunner w/PKM (Med. AP:2/AT:0)
1 x Gunner w/RPG-7 (Med. AP:2/AT:3(M)
1 x Rifleman w/AK-74

Soviet BMP1AA

The Air Defence Team begins play loaded in aboard the BMP and Pinned.

1 x BMP1AA

Air Defence Team
4 x Riflemen w/AK-74s

Soviet Air Defence Vehicle

An ADA vehicle is hidden under a camo net and is on alert for aircraft – it counts as Pinned on the first turn of the game.

1 x ZSU23-4 Shilka

A SOVIET ZSU-23-4 "SHILKA"

Vehicle Park

Several Divisional HQ and courier vehicles are parked here under camouflage netting. This includes the Divisional Commanders T-80B, the Divisional XO's MT-LB, 2 x Zil 157 Speciality Vans and 1x UAZ-469.

SPECIAL RULES

CREWING VEHICLES

Unarmed Soviet CP Staff Officers & Technicians can attempt to crew any vehicle with the appropriate number of figures moving into base-to-base contact with the vehicle. The next turn the vehicle must remain in place as it powers up. Vehicles cannot move or fire major weapon systems while powering up, but they can fire their MGs. Once powered up, the vehicle may function as normal.

NIGHT FIGHTING

This mission takes place at night and uses the Night Fighting rules.

THE SCHOOLHOUSE

The Schoolhouse is a *strong* building (9D8).

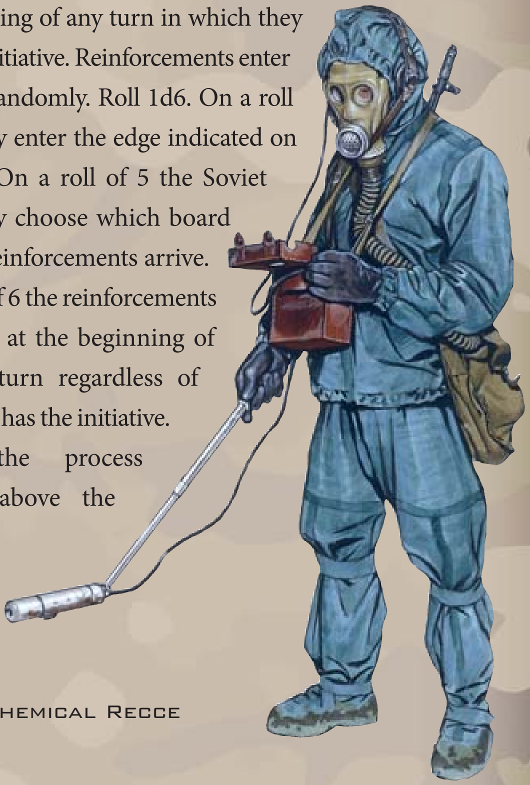
ESCAPING GENERAL OFFICERS

General Officers must remain in their starting positions until either troops from their Force Protection unit or other armed reinforcements arrive to escort them off the board in armored vehicles. General Officers in the Schoolhouse/Command Post may mount any armored vehicle. Remember to use the "Loading & Unloading Crew & Passengers" rules found in the rule book.

For the General Officers to escape, the armored vehicle carrying them must exit any board edge, not interdicted by the SAS Mobility Troop using the normal vehicle rules. Due to the built up nature of the table and the fact that it is night, vehicles may not move faster than Patrol Speed.

SOVIET VARIABLE REINFORCEMENTS

The Soviet force automatically receives reinforcements at the beginning of any turn in which they have the initiative. Reinforcements enter the table randomly. Roll 1d6. On a roll of 1–4 they enter the edge indicated on the map. On a roll of 5 the Soviet player may choose which board edge the reinforcements arrive. On a roll of 6 the reinforcements will arrive at the beginning of the next turn regardless of which side has the initiative. Repeat the process outlined above the next turn.



SOVIET CHEMICAL RECCE TROOPER

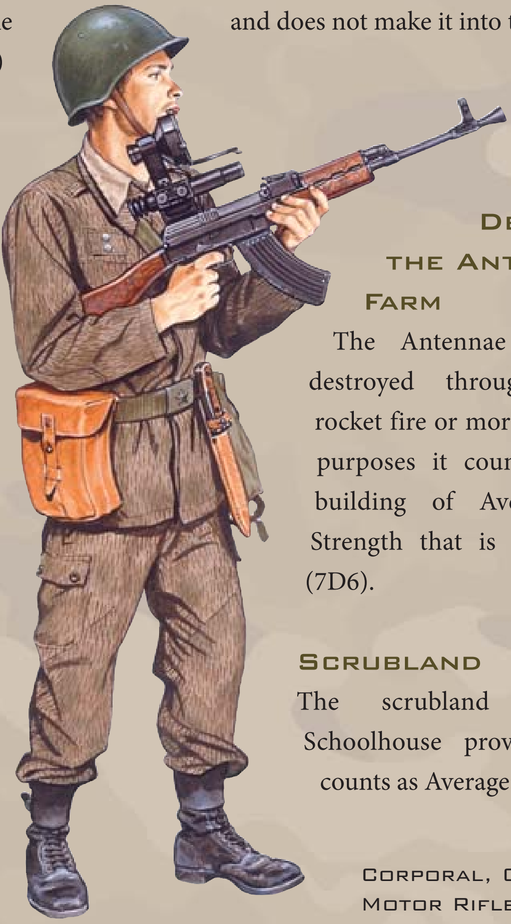
Roll a D6, and consult the chart below:
(all units TQ/Morale D8/D8)

- 1: 2 x T-80B
- 2: Mechanized Rifle Squad consisting of: Rifle Team (2 x AK-74, 1 x UGL, 1 x RPK-74) Support Team (2 x AK-74, 1 x PKM, 1 x RPG-7)
- 3: 1 x BTR70 & Motorized Rifle Squad, consisting of: Rifle Team (2 x AK-74, 1 x UGL, 1 x RPK-74) Support Team (2 x AK-74, 1 x PKM, 1 x RPG-7)
- 4: 1 x BTR70 & Motorized Rifle Squad, consisting of: Rifle Team (2 x AK-74, 1 x UGL, 1 x RPK-74) Support Team (2 x AK-74, 1 x Sniper Rifle, 1 x RPG-7)
- 5: 2 x BRDM-2
- 6: 2 x BMP-2 & Mechanized Rifle Squad, each BMP consisting of: Rifle Team (2 x AK-74, 1 x UGL, 1 x RPK-74) Support Team (2 x AK-74, 1 x PKM, 1 x RPG-7)

Units in vehicles must enter the table using the road network.

SAS Mobility Troop Interdiction

The SAS Player can choose one board edge to be interdicted by a SAS patrol. Throughout the game, any Soviet reinforcement that is meant to arrive at that table edge is automatically ambushed and destroyed and does not make it into the battle.



Corporal, Czechoslovak Motor Rifles

Destroying the Antennae Farm

The Antennae Farm can be destroyed through demolitions, rocket fire or mortar fire. For game purposes it counts as a Shoddy building of Average Structural Strength that is Lightly Fortified (7D6).

Scrubland

The scrubland opposite the Schoolhouse provides cover and counts as Average Woods.

COLD WAR FANTASIES

Our Post-War political and cultural landscape was significantly shaped by the Cold War. Whether it was the buildup of forces in Europe; the proxy confrontations of the superpowers in Korea, Vietnam, the Middle East and Afghanistan; the direct stand-off incidents like Checkpoint Charlie and the Cuban Missile Crisis; or even something as simple as civil defense drills in neighborhoods and public schools, the Cold War took hold of how we lived and how we felt.

It's hardly surprising that, at the time, it dominated the entertainment industry, and continues to influence today's movies.

Movies like *The Day the Earth Stood Still*, *Failsafe*, *Dr. Strangelove* and *War Games* led a whole genre based on nuclear fears; other films, such as *On the Beach*, invented a new category of storytelling: the post-nuclear apocalypse.

Other Cold War movie themes involve:

- Attacks on the US (*Invasion USA*, *Red Dawn*, *The Russians are Coming, Amerika*)
- Naval confrontation (*The Hunt for Red October*, *Ice Station Zebra*)
- Spy thrillers (*James Bond* series, *In Like Flynn*, *The Package*)
- Air confrontation (*Strategic Air Command, Firefox, Top Gun*)

For conventional warfare, the written word has proven to be a more popular medium. Tom Clancy's *Red Storm Rising* and Harold Coyle's *Team Yankee* come to mind at the head of hundreds of novels and stories fictionalizing what might have happened.

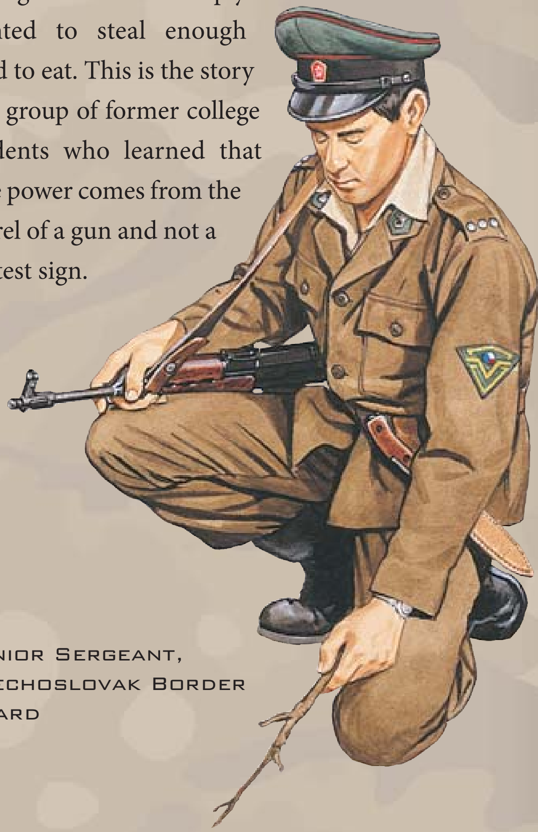
In fact, the Cold War also accounted for a considerable amount of ink in the wargaming world during the 1970s and 80s. It is quite interesting to go back and peruse games like GDW's *Assault* or *Twilight:2000*, SPI's *Fulda Gap* or *The Next War*. It is an exercise in time travel and speculation.

The scenarios on the following pages are an attempt to capture some of the excitement, fun, and fiction of the Cold War, Ambush Alley Games-style!

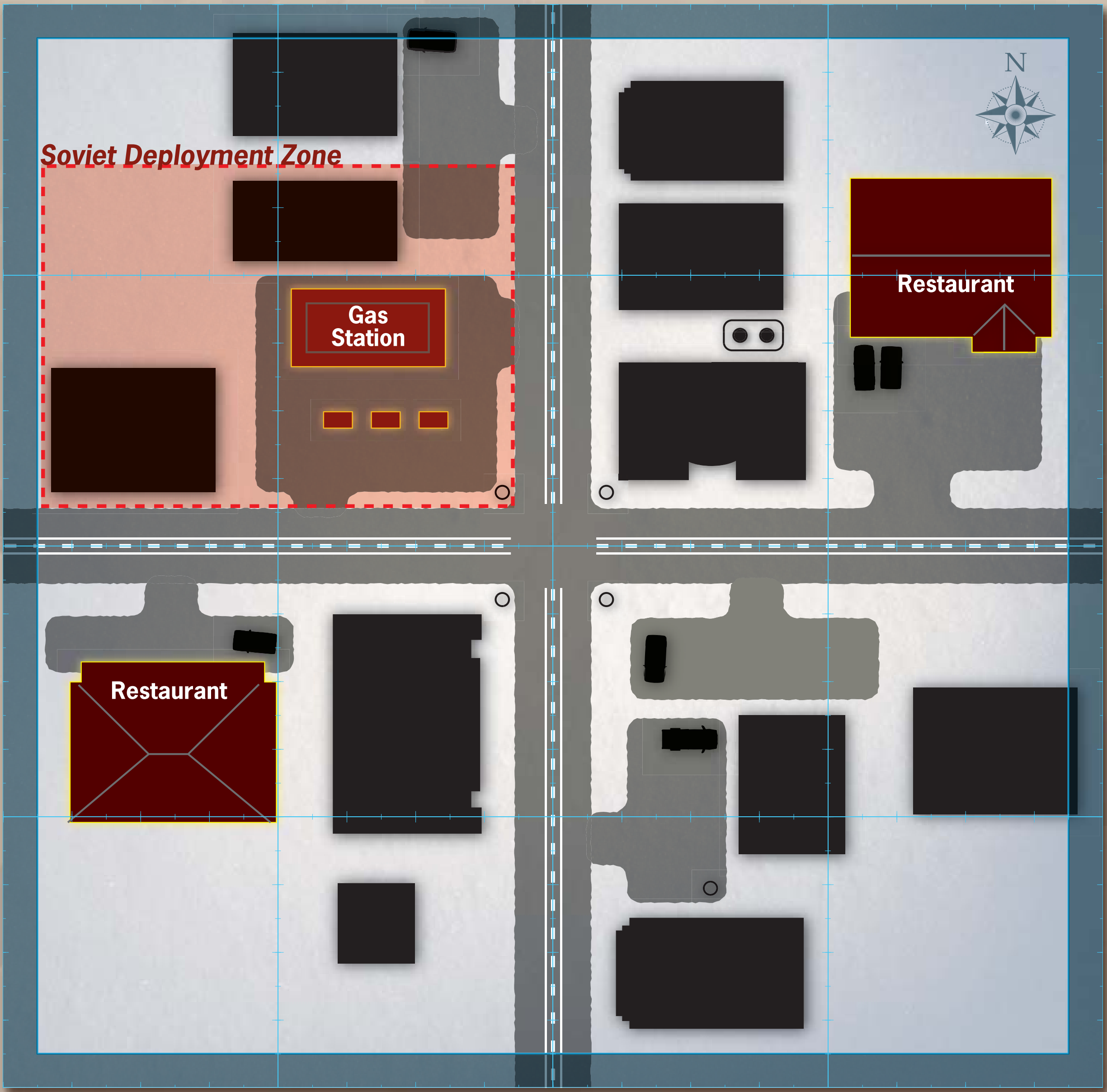
BADGERS!

Somewhere near Madison, Occupied Wisconsin, 1983

Following the combined Sino–Soviet invasion of the United States, small cells of resistance remained active behind the lines. Their goals were varied. Some wanted to make life difficult for their oppressors; some wanted revenge. Still others simply wanted to steal enough food to eat. This is the story of a group of former college students who learned that true power comes from the barrel of a gun and not a protest sign.



JUNIOR SERGEANT, CZECHOSLOVAK BORDER GUARD


N
Soviet Deployment Zone
Gas Station
Restaurant
Restaurant

SCENARIO INFORMATION

Duration of Game: 10 Turns

Initiative: Soviets for the entire scenario

Special Conditions: Snow; see special scenario rules

Fog of War: Generated as normal by Reaction Tests

Table Size: 4' x 4'

SOVIET MISSION

The Soviets must break the back of the local resistance. Toward that end, they must control sources of supplies for the insurgents, especially the settlement's gas station and two restaurants.

SOVIET VICTORY POINTS

- Per objective building occupied at end of game: 10pts
  (Sole occupation of building with at least a fire team in good order)

SOVIET FORCES

Soviet Force Basic Attributes
Initiative Level: N/A
Confidence Level: Confident
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D6/D10

Soviet Forces (set up within indicated area on map)
1 x BMP-2
2 x Rifle Squads, each comprised of:
  Rifle Team
  2 x Riflemen w/AK-74s
  1 x Grenadier w/GP-25 UGL (Lt. AP:1/AT:0)
  1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)

  Support Team
  2 x Riflemen w/AK-74
  1 x Gunner w/PKM (Med. AP:2/AT:0)
  1 x Gunner w/RPG-7 (Med. AP:2/AT:3(M)

BADGER MISSION

Supplies are critical during this harsh Wisconsin winter. The Badgers must enter, search and capture food and fuel to continue the resistance.

BADGER VICTORY POINTS

- Per Serious Wound or KIA inflicted: 1pt
- BMP-2 immobilized/destroyed: 8pts
- Per objective building successfuly searched: 5pts

BADGER FORCES

Badger Force Basic Attributes
Initiative Level: N/A
Confidence Level: Confident
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D6/D10

Badger Forces
Set up in buildings in SE quadrant of map
Unit 1
1 x Leader w/AK-74
4 x M16A1s
1 x M60 GPMG (Med. AP:2/AT:0)

Unit 2
1 x Leader w/M16A1
1 x RPG-7 (Med. AP2/AT:3(M)
4 x M16A1s

Unit 3
1 x Leader w/M16A1
1 x RPG-7 (Med. AP2/AT:3(M)
5 x M16A1s
1 x M60 GPMG (Med. AP:2/AT:0)

Unit 4
1 x Leader w/M16A1
7 x M16A1s
1 x PKM (Med. AP:2/AT:0)

SPECIAL RULES

SEARCHING BUILDINGS

The Badgers may search unoccupied objective buildings. Use normal clearing/stacking rules. A successful clear result means the building has been searched successfully for supplies.

SNOW

Badger infantry are unaffected by the snow. Soviet infantry are reduced to Cautious movement only.

WARSAW PACT INFANTRY

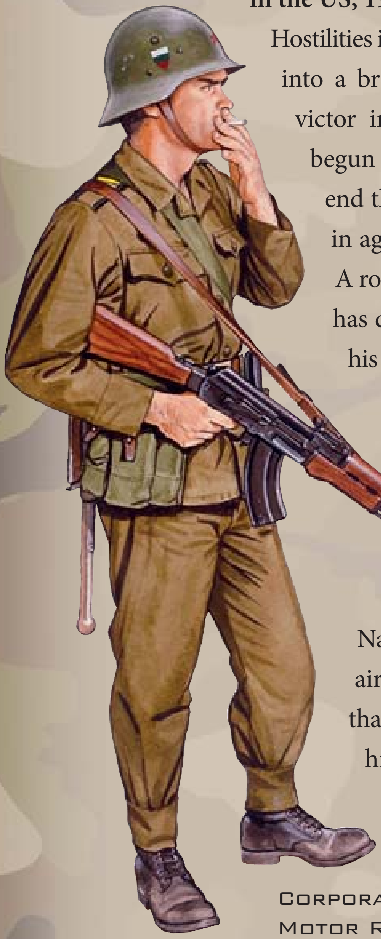
These units are garrison units and are not subject to the Warsaw Pact Small Unit Assaults special rule.

OPTIONAL RULES

Replace the Soviet force's BMP with a commandeered civilian pick-up or SUV.

POE

Somewhere at a USAF Strategic Air Command base in the US, 1986



CORPORAL, BULGARIAN MOTOR RIFLES

Hostilities in Europe have bogged down into a brutal slugfest with no clear victor in sight. Negotiations have begun to establish peace talks to end the carnage. Not everyone is in agreement with this decision. A rogue hard-line USAF general has decided to take matters into his own hands by threatening to launch a nuclear air strike against the Soviet Union. The US government is taking no chances and has sent in the National Guard to secure the air base. The only problem is that the general has convinced his base security forces that the Soviets have landed Spetsnaz commandos using captured US uniforms and equipment to take over the base. This scenario depicts an unfortunate blue-on-blue incident with nuclear consequences.

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: National Guard on Turn 1; roll per Initiative rules thereafter

Fog of War: See *Special Rules*

Table Size: 4' x 4'

NATIONAL GUARD MISSION

The US National Guard must secure the air base at all costs. To do so requires breaching the perimeter and getting to the command center.

NATIONAL GUARD VICTORY POINTS

- Victory Points are suspended for this scenario. Victory is solely determined by which side is in possession of the Command Center at the end of the game.

NATIONAL GUARD FORCES

National Guard Force Basic Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

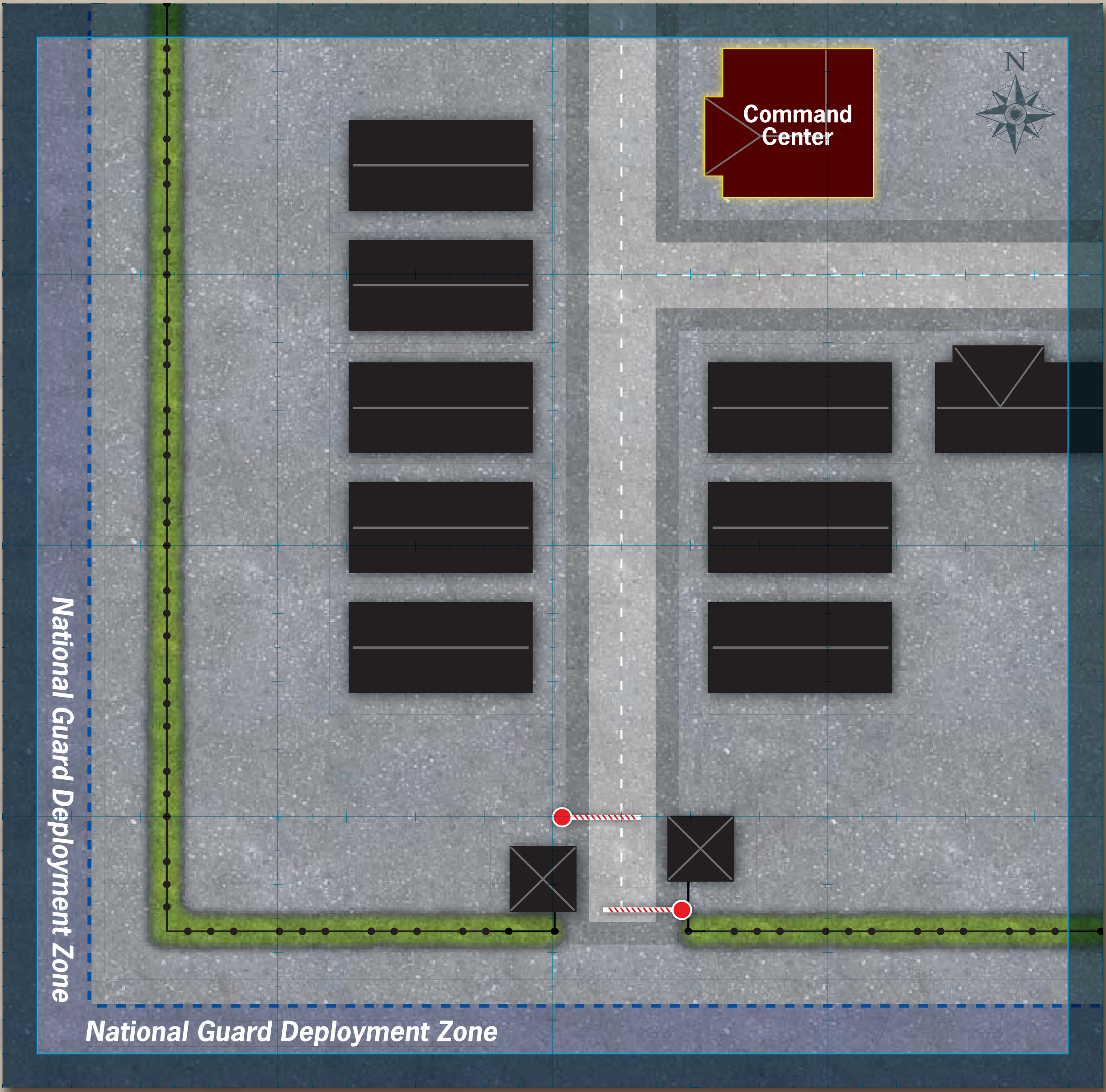
Body Armor: Optional – See *Cold War Era Body Armor*

Troop Quality/Morale: D8/D8

National Guard Infantry Platoon

Set up on shaded board edges as desired

Platoon HQ
1 x M113 APC
1 x Platoon Leader w/M16A1
1 x RTO w/M16A1


Command Center
N
National Guard Deployment Zone
National Guard Deployment Zone

1 x Medic
1 x Dragon ATGM gunner (AP:4/AT:4(H) SACLOS

1st Squad
1 x M113 APC
1 x Squad Leader w/M16A1

Fireteam 1
1 x Gunner w/M60 (Med. AP:2/AT:0)
1 x Grenadier w/M203 (Lt. AP:1/AT:0)
1 x Rifleman w/M16A1

Fireteam 2

1 x Dragon ATGM gunner (AP:4/AT:4(H) SACLOS
1 x Grenadier w/M203 (Lt. AP:1/AT:0)
1 x Rifleman w/M16A1

2nd Squad
1 x M113 APC
1 x Squad Leader w/M16A1

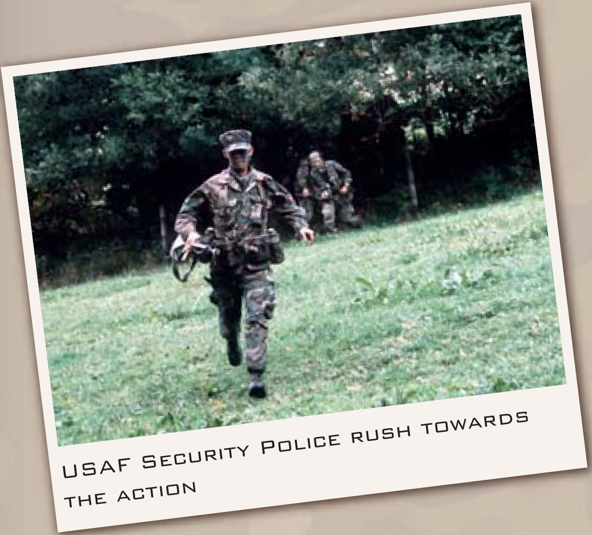
Fireteam 1

1 x Gunner w/M60 (Med. AP:2/AT:0)
1 x Grenadier w/M203 (Lt. AP:1/AT:0)
1 x Rifleman w/M16A1

Fireteam 2

1 x Dragon ATGM gunner (AP:4/AT:4(H) SACLOS
1 x Grenadier w/M203 (Lt. AP:1/AT:0)
1 x Rifleman w/M16A1

3rd Squad
1 x M113 APC
1 x Squad Leader w/M16A1


USAF Security Police rush towards the action

Fireteam 1

1 x Gunner w/M60 (Med. AP:2/AT:0)
1 x Grenadier w/M203 (Lt. AP:1/AT:0)
1 x Rifleman w/M16A1

Fireteam 2

1 x Dragon ATGM gunner (AP:4/AT:4(H) SACLOS
1 x Grenadier w/M203 (Lt. AP:1/AT:0)
1 x Rifleman w/M16A1

USAF GROUND FORCES

MISSION

The USAF ground forces must stop the Spetsnaz attack on the air base. How the Soviets got M113s and US equipment here must remain a mystery.

USAF GROUND FORCES VICTORY POINTS

- Victory Points are suspended for this scenario. Victory is solely determined by which side is in possession of the Command Center at the end of the game.

USAF FORCES

USAF Force Basic Attributes
Initiative Level: D8
Confidence Level: High
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D8/D8.

USAF Ground Forces set up anywhere in perimeter of air base.

Perimeter Guards
4 x Fireteams, each of:
1 x Team Leader w/M16A1

3 x Airmen w/M16A1s

Air Base Patrol Teams

2 x Patrols, each of:

1 x Jeep w/M60 (Med. AP:2/AT:0)

1 x Gunner for M60

2 x Airmen w/M16A1s

SPECIAL RULES

PERIMETER

The security fence may be breached by National Guard units who spend an entire turn cutting the wire and pass a TQ check. Failure means they are still cutting. Success means a breach large enough for personnel is created. An M113 may attempt to run over the security fence by passing a TQ check. While the vehicle is actually moving at Tactical speed, it is considered to be moving at Rapid speed for this purpose. Success indicates a vehicle-sized breach. Failure indicates the vehicle is immobilized until it can pass a TQ check the following turn. The gate itself cannot be breached by the forces at hand.

FRIEND OR FOE

The National Guard may not initiate fire combat on the 1st turn while it attempts to convince the base to surrender. Movement and breach attempts may be made, but National Guard units may only conduct defensive fire.

PRIVATE, BULGARIAN MOTOR RIFLES

FOG OF WAR

Normal Fog of War procedures are suspended for the scenario. Instead, any time a unit rolls a "1" for its reaction test, it is instead pinned for the remainder of the turn, representing the confusion created by the blue-on-blue situation.

THOUGHT HE WAS DEAD

Night, Downtown Leningrad, 1985

In response to the Soviet/Warsaw Pact invasion of West Germany, the United States has activated several covert operations teams to bring the war to the enemy's homelands. A crack US team of special operatives, led by Lt. Hank "Cobra" Pigskin, is inserted by glider into Leningrad to disrupt Soviet logistics and draw troops away from the main front. This scenario represents the action where Lt. Pigskin won the first of his two Congressional Medals of Honor.

SCENARIO INFORMATION

Duration of Game: 10 Turns

Initiative: US Special Forces for the entire scenario

Fog of War: Determined normally by Reaction Test rolls

Special Conditions:

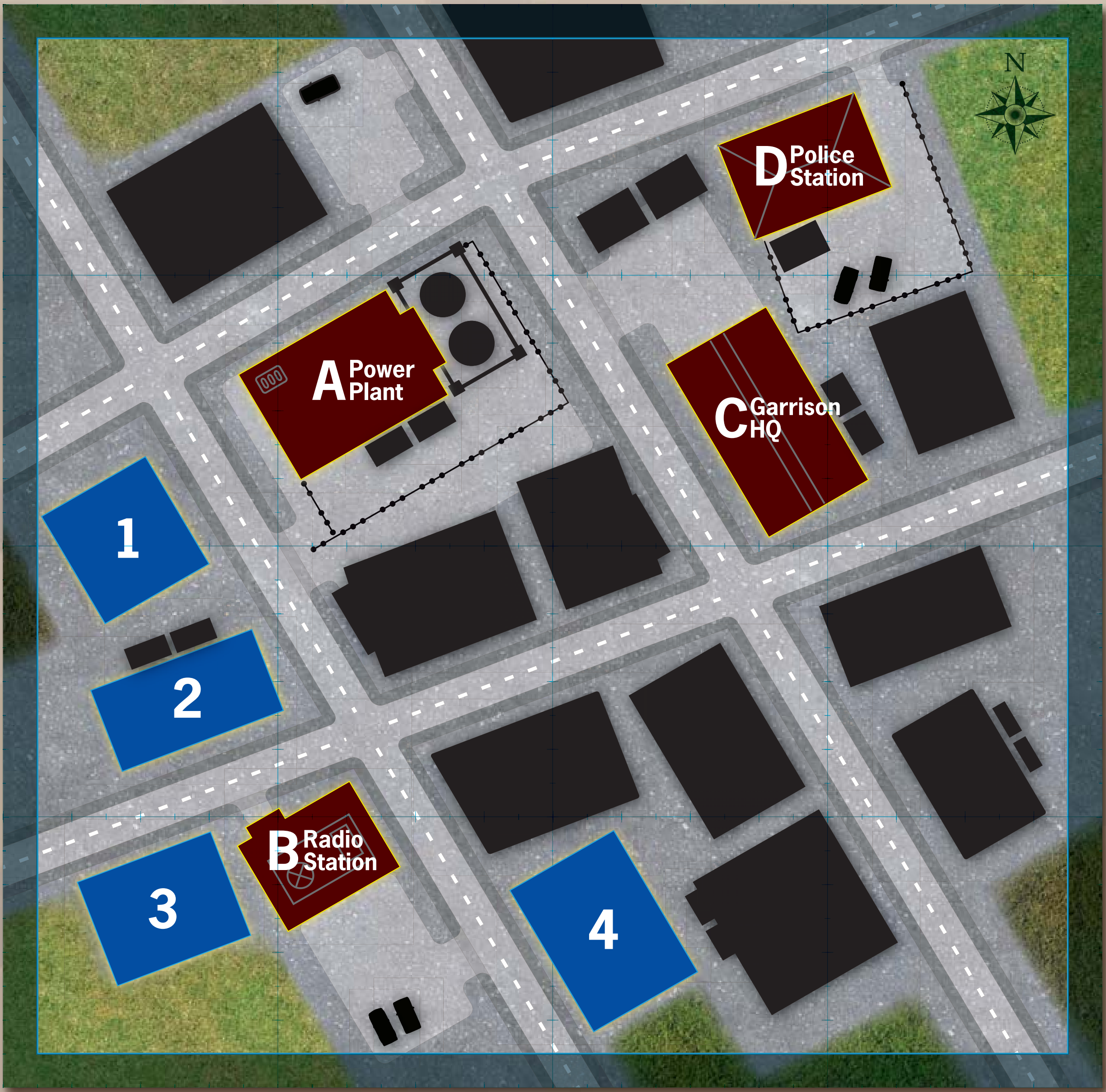
- Night Fighting

Table Size: 4' x 4'

- A–D: Objectives/Soviet Force Starting Positions
- 1–4: Buildings/US Force Starting Positions

SOVIET MISSION

The Soviet player must hunt down and neutralize the US Special Forces as quickly as possible to avoid the destruction of infrastructure and civilian unrest.


N
D Police Station
A Power Plant
C Garrison HQ
1
2
B Radio Station
3
4

SOVIET VICTORY POINTS

- Per KIA/Serious Wound inflicted: 1pt

SOVIET FORCES

Soviet Force Basic Attributes

Initiative Level: Not applicable for scenario.

Confidence Level: Confident

Supply Level: Normal

Body Armor: None

Troop Quality/Morale: D6/D8

Soviet Garrison Forces set up in or next to area indicated area on map

Objective A Garrison *(Power plant)*
1 x Soviet squad
  Fireteam 1
  1 x NCO w/AK-74
  2 x Riflemen w/AK-74s
  1 x RPG-7 (AP:2/AT:3(M)

  Fireteam 2
  1 x NCO
  2 x Riflemen w/AK-74s
  1 x PKM (Med. AP:2/AT:0)

Objective B Garrison *(Radio station)*
1 x Soviet squad
  Fireteam 1
  1 x NCO w/AK-74
  2 x Riflemen w/AK-74s
  1 x RPG-7 (AP:2/AT:3(M)

  Fireteam 2
  1 x NCO
  2 x Riflemen w/AK-74s
  1 x PKM (Med. AP:2/AT:0)

Objective C Garrison *(Garrison HQ)*
1x UAZ-469
1 x Garrison Commander w/AK-74
1 x Driver w/AK-74

1 x Soviet squad
  Fireteam 1
  1 x NCO w/AK-74
  2 x Riflemen w/AK-74s
  1 x RPG-7 (AP:2/AT:3(M)

  Fireteam 2
  1 x NCO
  2 x Riflemen w/AK-74s
  1 x PKM (Med. AP:2/AT:0)

Objective D Garrison *(Police Station)*
3 x KGB/MVD teams (TQ/Morale: D8/D8), each of:
  1 x UAZ-469
  4 x Riflemen w/AK-74s

US SPECIAL GLIDER FORCES MISSION

The US Special Forces are here on a hit-and-run mission to destroy infrastructure. The teams have orders to blow up as many targets as possible, then exfiltrate to the coast for submarine extract.

US SPECIAL GLIDER FORCES VICTORY POINTS

- Per target building destroyed: 5pts

US FORCES

US Force Basic Attributes
Initiative Level: Not applicable
Confidence Level: High
Supply Level: Normal
Body Armor: +1D
Troop Quality/Morale: D10/D10; Lt. Pigskin is D10/D12.

US Special Glider Forces
(set up in buildings as indicated on map)
Lt. Hank "Cobra" Pigskin w/MAC10 SMG, demo charges (AP:3/AT or Building: 6)
Pigskin may deploy with any of the US teams.

Team 1
1 x Team Leader w/M16A1, demo charges

(AP:3/AT or Building: 6)
1 x Trooper w/M16A1, demo charges
(AP:3/AT or Building: 6)
1 x Grenadier w/M203 (Lt. AP:1/AT:0)
1 x Medic

Team 2
1 x Team Leader w/M16A1, demo charges
(AP:3/AT or Building: 6)
1 x Trooper w/M16A1, demo charges
(AP:3/AT or Building: 6)
1 x Grenadier w/M203 (Lt. AP:1/AT:0)
1 x Trooper w/M60 LMG (Med. AP:2/AT:0)

Team 3
1 x Team Leader w/M16A1, demo charges
(AP:3/AT or Building: 6)
1 x Trooper w/M16A1, demo charges
(AP:3/AT or Building: 6)
1 x AT Trooper w/M16A1, Carl Gustav (AP:3/AT:4(H)
1 x Asst. AT Trooper w/M16A1

Team 4
1 x Team Leader w/M16A1, demo charges
(AP:3/AT or Building: 6)
1 x Trooper w/M16A1s
1 x Grenadier w/M203 (Lt. AP:1/AT:0)
1 x Trooper w/M60 LMG (Med. AP:2/AT:0)

Special Rules

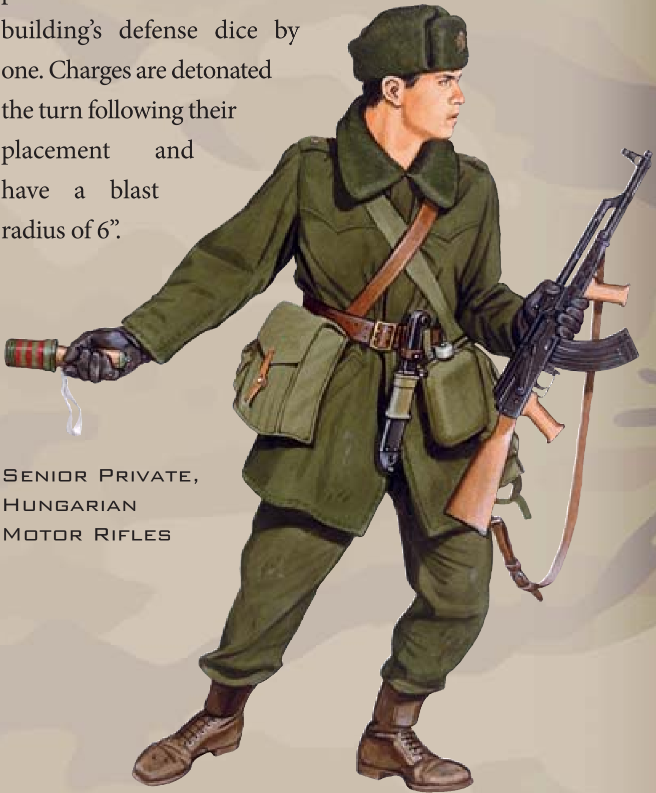
Soviet Reinforcements

Soviets begin receiving reinforcements on their portion of Turn 3. Roll 1D6; reinforcements arrive on a roll of 4 or better. Reinforcements arrive at any road along the southern board edge. Roll 1D6 on the following chart to indicate what forces arrive:

- 1–4: 1 x Soviet Squad (as per Object A Garrison)
- 5: 1 x UAZ-469 with 1 x KGB/MVD team (as per Objective D Garrison)
- 6: 1 x T-62M tank

Building Demolition

A US Special Glider Forces unit may attempt to destroy the target building objectives by moving adjacent to a building and setting a demo charge. The unit must have at least one figure in contact with the building that must make a successful TQ check to set the charge. Failure indicates charge is not set and must be rolled for again the following turn. The figure setting the charge cannot perform any other actions. See *Force on Force* main rules pp.58–60 for attacks on buildings. All buildings for this scenario are considered Average (6D8 defense). More than one charge can be set in a turn. Each subsequent charge placed after the first reduces the building's defense dice by one. Charges are detonated the turn following their placement and have a blast radius of 6".



Senior Private, Hungarian Motor Rifles

NIGHT

US Special Glider Forces units are equipped with night vision devices and may act normally. Because Soviet forces lack night vision, their Optimum Range is halved and they treat US Special Glider Forces as Elusive. See *Force on Force* main rules p.43 and p.135.

THE RUSSIANS ARE HERE

Night time near the coast in Rockport, Maine, 1985

The naval forces of both NATO and the Warsaw Pact maintained a visible, tangible surface presence throughout the Cold War. Beneath the waves, the submarines of both sides played a game of cat-and-mouse with the surface fleets, each trying to outdo the other in stealth and daring. Occasionally, these mock skirmishes could result in mishap. This scenario supposes that a Soviet *Foxtrot*-class diesel submarine suffers a breakdown near the American coastline and must surface for repairs and supplies before the US can react.

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Soviets for Turn 1; roll Initiative on subsequent turns.

Fog of War: Suspended for this scenario.

Special Conditions: None, unless Optional Rule invoked.

- *Terrain*: All buildings are average buildings (6D8).

Table Size: 2' x 2'

- 1–5: Hot Spots

SOVIET MISSION

The Soviet player must get to the car parts store and make off with enough car batteries to repower the submarine.

SOVIET VICTORY POINTS

- Per KIA or serious wound inflicted: 1pt
- Per Fire Team reaching the auto parts store and exiting off east map edge: 5pts
- Per Civilian Casualty inflicted: -3pts

SOVIET FORCES (SHORE PARTY FROM A *FOXTROT*-CLASS DIESEL SUBMARINE)

Soviet Basic Attributes
Initiative Level: D6
Confidence Level: Confident
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D8/D8

Soviet Shore Party
Enter on Turn 1 from east map edge
Team One
1 x Leader w/AK-74
3 x Sailors w/AK-74

Team Two
1 x Leader w/AK-74
3 x Sailors w/AK-74

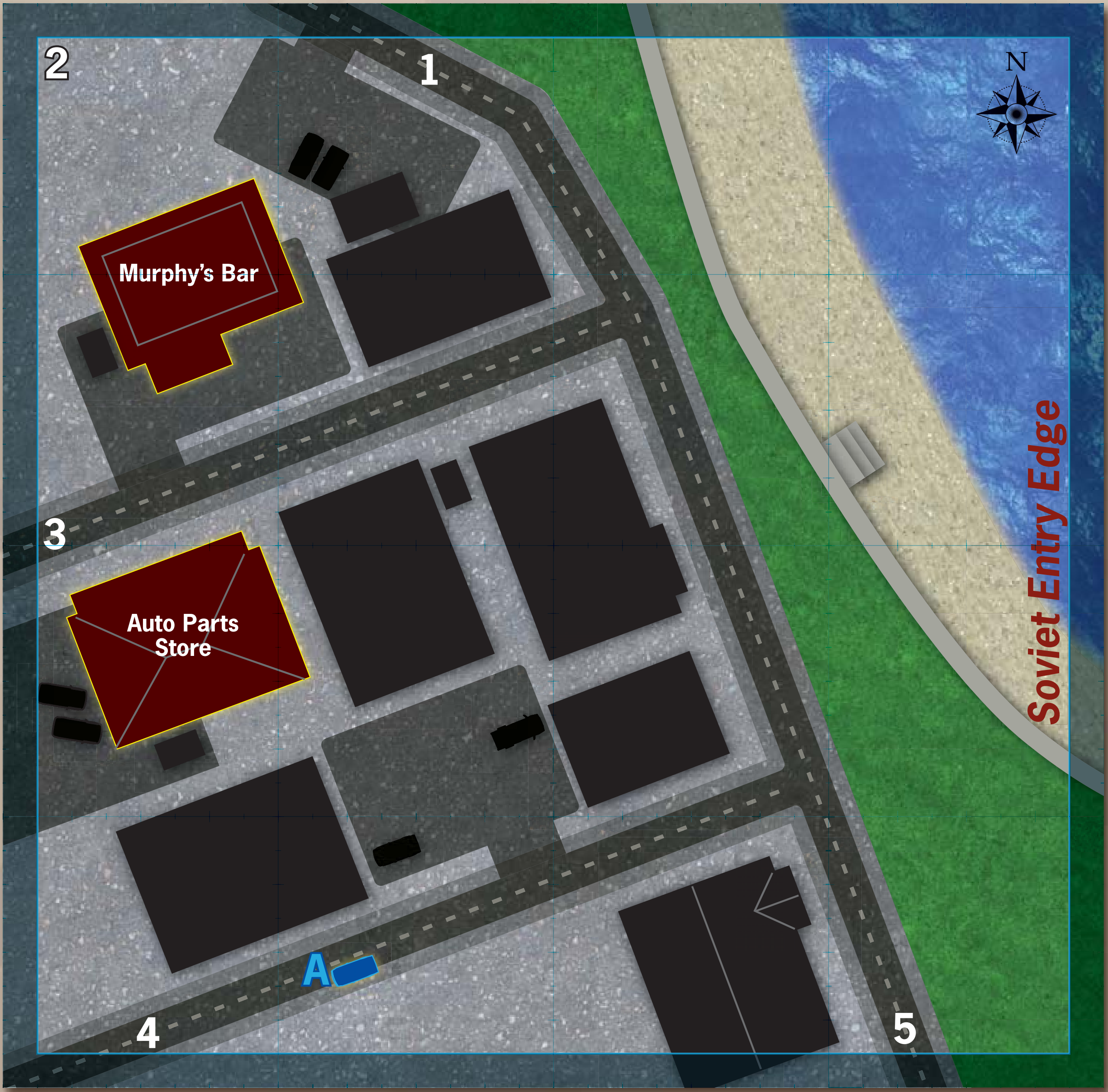
Team Three
1 x Leader w/AK-74
3 x Sailors w/AK-74

ROCKPORT MISSION

An All Points Bulletin (APB) just came over the wire, indicating that a Russian submarine may be in the vicinity and to be on the lookout for it.

ROCKPORT VICTORY POINTS

- Per Soviet KIA or Seriously Wounded: 1pt
- Per Soviet captured: 5pts
- Per Civilian casualty inflicted: -3pts


2
1
N
Murphy's Bar
3
Auto Parts Store
Soviet Entry Edge
A
4
5

ROCKPORT FORCES (LOCAL LAW ENFORCEMENT AND INHABITANTS)

Rockport Basic Attributes

Initiative Level: D6

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6/D8

Squad Car *(set up in road at Area A)*

1 x Squad Car (civilian softskin)

2 x Patrolmen w/shotguns

Murphy's Bar *(set up in Building B)*
1 x Bartender w/pistol
4 x Civilians w/rifles

Auto Parts Store *(set up in Auto Parts Store)*
1 x Owner w/rifle
2 x Clerks w/pistols

Civilian Mobs *(set up on any road as desired)*
2 x Civilian Mobs
(unarmed townfolk on 2" x 3" stand; see Force on Force main rules p.127)

SPECIAL RULES

ROCKPORT REINFORCEMENTS

The Rockport player rolls a D6 at the end of each turn for reinforcements in a process similar to the way that Insurgency Levels work (see *Force on Force* main rules pp.115–116). The Insurgency Level for this scenario is 4.

Reinforcements show up at one of the numbered points in accordance with Hot Spots rules (main rules p.22). The types of reinforcements available to Rockport are determined by a D6 roll on the following chart:

- 1–2: 1 x Squad Car (as above)
- 3: 1 x Civilian Mob
- 4–5: 1D6 x Civilians w/rifles
- 6: 1 x Unarmored Humvee and 4 x National Guardsmen w/M16A1s

THE AUTO PARTS STORE

For the Soviet player to obtain Victory Points for acquiring car batteries, a Soviet team must move into the Auto Parts store and exit again. Once the store has been entered, that particular team is restricted to Patrol movement (6") while carrying the car batteries. The Soviet player can voluntarily "drop" the batteries and regain a faster rate of movement, but must reenter the store to obtain the batteries again if attempting to earn Victory Points.

FOG OF WAR

Fog of War cards are suspended for this scenario.

OPTIONAL RULES

NIGHT

The Soviet raiding party happens at night. No forces are equipped with Night Vision Devices, so all forces have their Optimal Range halved and treat all units outside of Optimal Range as *Elusive* (see *Force on Force* main rules p.43).

YOU CAN'T HANDLE THE TROOPS

Along the "Cactus Curtain" at Guantanamo Bay Naval Base, Cuba, 1985

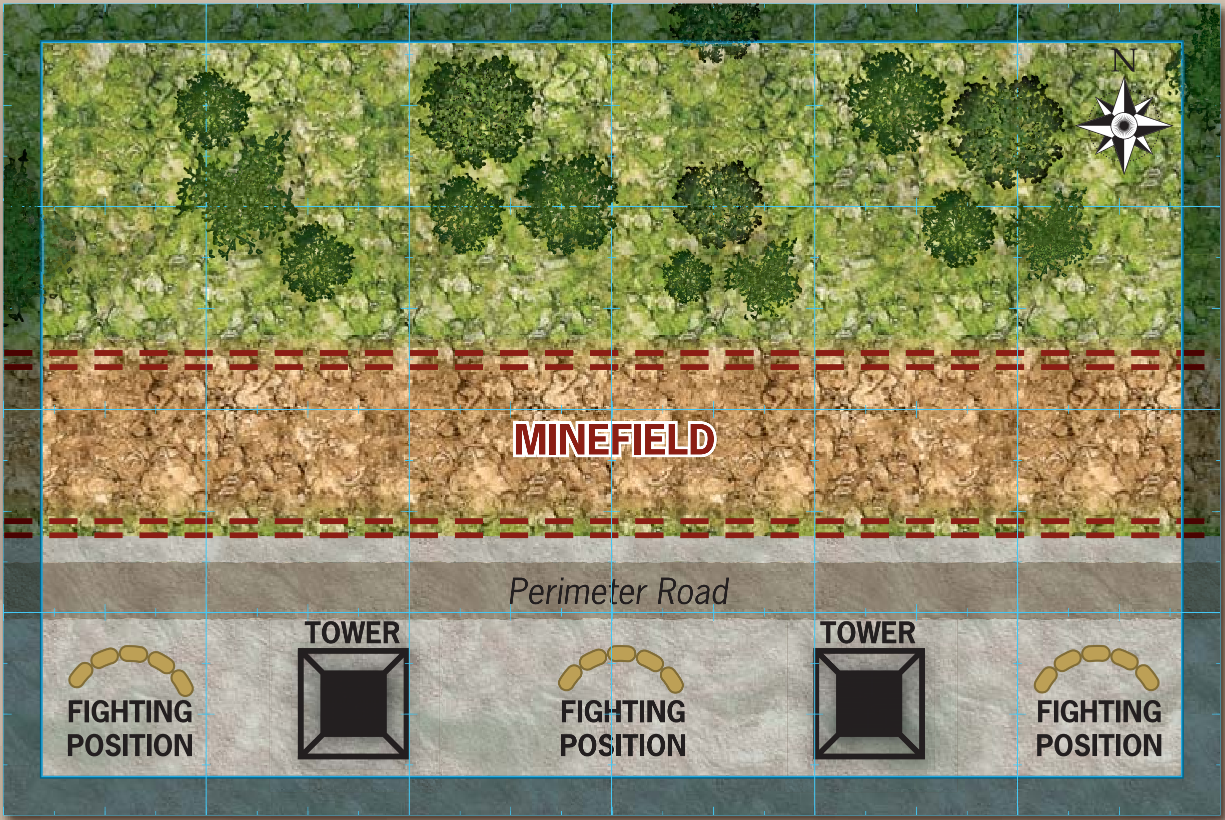
Not every battle of the Cold War Gone Hot takes place in Europe. This scenario depicts a confrontation between the USMC at Guantanamo Bay Naval Base ("GITMO") and Cuban National Forces attempting to take advantage of the European hostilities.

SCENARIO INFORMATION

Duration of Game: 10 Turns
Initiative: Cubans on Turn 1, then roll thereafter
Fog of War: Determined normally by Reaction Test rolls
Special Conditions:

- *Minefields:* See Special Rules
- *Terrain:* All areas within the US Naval Station are normal terrain. Areas outside the perimeter are considered rough terrain and all movement is restricted to patrol movement

Table Size: 2' x 3'


N
MINEFIELD
Perimeter Road
TOWER
TOWER
FIGHTING POSITION
FIGHTING POSITION
FIGHTING POSITION

CUBAN MISSION

Overrun the USMC defenders of Guantanamo Bay Naval Base and regain the land for Cuba.

CUBAN VICTORY POINTS

- Per USMC KIA or Seriously Wounded: 1pt
- Per Cuban figure or vehicle exited off the south map edge: 1pt

CUBAN FORCES

Cuban Force Basic Attributes

Initiative Level: D6

Confidence Level: Confident

Supply Level: Normal

Body Armor: None

Troop Quality/Morale: D6/D8

Cuban Forces enter from north board edge on Turn 1

Cuban Infantry Platoon 1 (dismounted)

3 x Squads, each of:

Rifle Team

2 x Riflemen w/AK-74s

1 x Grenadier w/GP-25 UGL (Lt. AP:1/AT:0)

1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)

Support Team

2 x Riflemen w/AK-74

1 x Gunner w/PKM (Med. AP:2/AT:0)

1 Gunner w/RPG-7 (Med. AP:2/AT:3(M)

Cuban Infantry Platoon 2 (dismounted)

3 x Squads, each of:

Rifle Team
2 x Riflemen w/AK-74s
1 x Grenadier w/GP-25 UGL (Lt. AP:1/AT:0)
1 x Gunner w/RPK-74 (Lt. AP:1/AT:0)

Support Team
2 x Riflemen w/AK-74
1 x Gunner w/PKM (Med. AP:2/AT:0)
1 Gunner w/RPG-7 (Med. AP:2/AT:3(M)

USMC MISSION

Prevent the Cuban forces from overrunning GITMO.

USMC VICTORY POINTS

- Per Cuban KIA or Seriously Wounded: 1pt
- Per Cuban vehicle destroyed or immobilized: 2pts
- No Cubans exit the south map edge at game end: 10pts

USMC FORCES

USMC Force Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: High
Body Armor: N/A
Troop Quality/Morale: D8/D10

Elements of the USMC Security Force set up south of fence perimeter in prepared positions

USMC Rifle Squad
1 x Squad Leader w/M16A1

Team One
1 x Team Leader w/M16A1
1 x Gunner w/M203 (Lt. AP:1/AT:0)
2 x Riflemen w/M16A1

Team Two
1 x Team Leader w/M16A1
1 x Gunner w/M203 (Lt. AP:1/AT:0)
2 x Riflemen w/M16A1

Team Three
1 x Team Leader w/M16A1
1 x Gunner w/M203 (Lt. AP:1/AT:0)
1 x Gunner w/M72A3 LAW (AP:2/AT:3(H)
1 x Rifleman w/M16A1

USMC Support
Tower One
1 x Gunner w/M60 (Med. AP:2/AT:0)
1 x Asst. Gunner w/M16A1

Tower Two
1 x Gunner w/M60 (Med. AT:2/AT:0)
1 x Asst. Gunner w/M16A1

Medium Mortar (offboard) AP:4/AT:2(L)(4" radius)
May be called by any USMC unit.

SPECIAL RULES

CUBAN REINFORCEMENTS

At the beginning of Turn 2 and each turn thereafter, the Cubans roll a D6 for reinforcements. If they roll a 4 or higher, roll another D6 for reinforcements on the following chart:

- 1–2: 1 x Rifle Team (as above)
- 3–4: 1 x Support Team (as above)
- 5: 1 x BTR-60
- 6: 1 x PT-76

Cuban reinforcements appear on the turn they are rolled. They arrive anywhere along the north board edge.

MINEFIELD

The minefield between the US fence and the old Cuban fence is a Heavy AP minefield (AP:5/AT:1(L)) with a Light concentration of mines. (TQ check at -1 to avoid mine attack).

CUBAN SAPPERS

Prior to the attack, Cuban engineers have managed to clear two paths through the fences and minefield. Prior to the start of the game and after set-up, the Cuban player places two markers on the table perpendicular to the fence line 2" wide through the minefield. Units moving on these paths are not considering in the minefield.

BREACHING THE FENCE

The security fence may be breached by Cuban units who spend an entire turn cutting the wire and pass a TQ check. Failure means they are still cutting. Success means a breach 1" wide and large enough for personnel is created. A vehicle may attempt to run over the security fence by passing a TQ check. Success indicates a breach the width of the vehicle. Failure indicates the vehicle is immobilized until it can pass a TQ check the following turn.

HUNGARIAN MOTOR RIFLEMAN

ICE FLOW - NOWHERE TO GO!

In the strange light of an arctic night, on the edge of the Arctic Circle, 1986

"This is Arctic Fox – we have reached our start line – Over"

"Arctic Fox this is Mother Hen, you are cleared for GO."

Three days previously, contact with the weather monitoring facility – "Ice Station Dolphin" – was abruptly lost. Subsequent air reconnaissance of the area revealed that Soviet VDV paratroopers had landed and taken control of the area. The facility which monitors weather patterns across Europe is vital for NATO's war effort. The station must either be re-captured or destroyed.

To make matters worse, one of the civilian personnel located at the facility is none other than the US President's niece. So far no word has come from the Soviets that she has been captured so it is likely they are unaware of her family connections. An elite force of British and US Special Forces has been dispatched to the area to either retake the facility or destroy its key buildings. They must also rescue all civilians still held there.

SCENARIO INFORMATION

Duration of Game: 12 Turns

Initiative: NATO on Turn 1, roll for initiative on subsequent turns

Fog of War: Determined normally by Reaction Test rolls

Special Conditions:

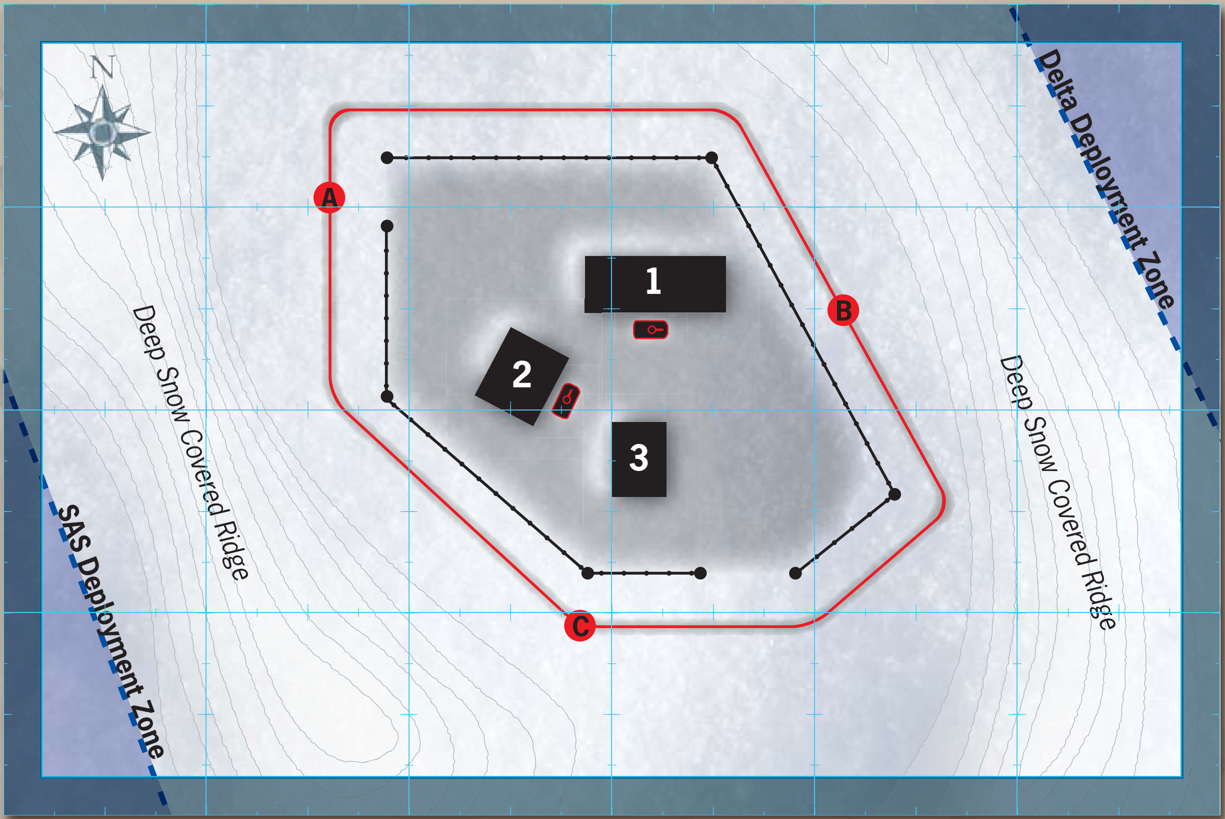
- *Snow:* See Below

Table Size: 2' x 3'

- A–C: Sentry Positions
- 1–3: Buildings/Soviet Force Starting Positions

SOVIET MISSION

Soviet VDV are currently holding the research facility. It is unlikely that the enemy will attack so the troops are fairly relaxed despite the bitter conditions.


N
A
B
C
1
2
3
Delta Deployment Zone
SAS Deployment Zone
Deep Snow Covered Ridge
Deep Snow Covered Ridge

SOVIET VICTORY POINTS

- Per NATO Special Forces soldier KIA or Seriously Wounded: 3pts
- Per NATO Special Forces soldier captured: 5pts
- Research Facility held at end of game: 20pts

RUSSIAN FORCES

Russian Force Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: Normal
Body Armor: Standard (1D)
Troop Quality/Morale: D8/D8

Sentries (from Third Squad) *(start at points A, B & C)*
2 x Pair of sentries w/AK-74s
1 x Pair of sentries w/AK-74SU and RPK-74 (Lt. AP:1/AT:0)

Facility Troops
2 x BMD-1
1 x Two man crew *(Building 1)*
1 x Two man crew *(Building 2)*

VDV Platoon
Platoon HQ *(Building 1)*
1 x Officer w/AK-74SU
1 x RTO w/AK-74SU
1 x Sniper w/SVD

First Squad *(Building 2)*

Team One
1 x Squad Leader w/AK-74SU
2 x Paratrooper w/AK-74
1 x Gunner w/RPK-74 (AP:1/AT:0)

Team Two
1 x Asst. Squad Leader w/AK-74SU
2 x Paratrooper w/AK-74
1 x Grenadier w/AK-74SU and RPG-7VL
(Med. AP:4/AT:4(H)

Second Squad *(Building 3)*

Team One
1 x Squad Leader w/AK-74SU
1 x Gunner w/RPK-74 (AP:1/AT:0)
2 x Paratrooper w/AK-74

Team Two
1 x Asst. Squad Leader w/AK-74SU
2 x Paratrooper w/AK-74
1 x Grenadier w/AK-74SU and RPG-7VL
(Med. AP:4/AT:4(H)

Remains of Third Squad *(Building 1)*
can join with Platoon HQ to make a five-man fire team.
1 x Squad Leader w/AK-74SU
1 x Grenadier w/AK-74SU and RPG-7VL
(Med. AP:4/AT:4(H)

NATO SPECIAL FORCES MISSION

Soviet VDV have captured the research facility – Go take it back or destroy it! Civilians are also being held prisoner, don't forget to rescue them.

NATO VICTORY POINTS

- Per Soviet KIA or Seriously Wounded: 2pts
- Per BMD-1 immobilized/destroyed: 5pts
- Per Building Destroyed or Captured at end of game: 5pts
- Civilians rescued: 5pts

NATO SPECIAL FORCES

Special Forces Basic Attributes
Initiative Level: D10
Confidence Level: Confident
Supply Level: Low
Body Armor: Standard (1D)
Troop Quality/Morale: D10/D10

SAS Team "Arctic Fox"

Brick 1 (Covering Group)
1 x Operative w/M16A2 & M-72A3 LAW (AP:2/AT:3(H)
1 x Operative w/M203 (Lt. AP:1/AT:0)
1 x Operative w/L7A1 GPMG (Med. AP:2/AT:0)
(Vehicle weapon. Once dismounted, Snow-Trac has no weapon)
1 x Snow-Trac w/L7A1 GPMG mount

Brick 2 (Assault Group)
1 x Operative w/MP5SD
1 x Operative w/MP5SD & M79 Grenade Launcher (Lt. AP:1/AT:0)
1 x Operative w/MP5SD & Remington Shotgun
1 x Snow-Trac w/2 x SAS crew & L6 Wombat 105mm Recoilless Rifle (AP:4/AT:3(M)

US Special Forces Delta Detachment
2 x Humvee w/snow tracks
(No weapons fitted. Each Humvee may carry up to five passengers)

Team Zulu (Covering Group)
1 x Operative w/M16A2 & M-72A3 LAW (AP:2/AT:3(H)
1 x Operative w/M249 (Lt. AP:1/AT:0)
1 x Operative w/M203 (Lt. AP:1/AT:0)

Team X-Ray (Assault Team)
1 x Operative w/suppressed CAR-15
1 x Operative w/MP5SD
1 x Operative w/MP5SD

Team Yankee (Sniper Team) *(Weapons Team)*
1 x Operative w/M82
1 x Operative w/M16A2

Special Rules

Snow

Areas marked as "Deep Snow" may only be moved through at Cautious speed on foot and only by specialist snow vehicles. Soviet BMD-1s may not exit the facility compound for fear of sinking into the snow.

Terrain

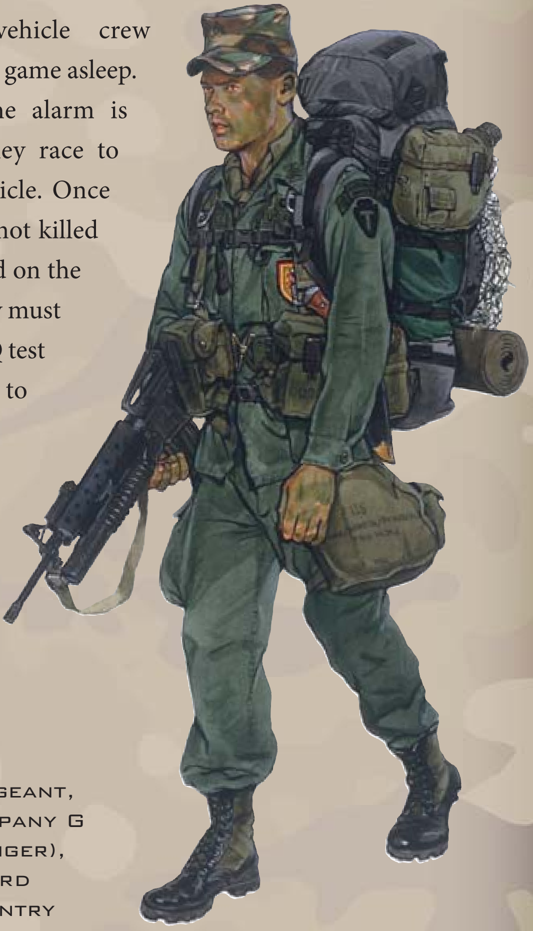
The area is covered with large ice boulders and rough ground providing plenty of cover. The wire fence surrounding the compound is breached in several locations from the VDV attack. Entry may only be made via the two entrances or the breaches. Alternatively either of the Snow-Trac vehicles may crush a section of fencing. Inside the compound should be a variety of crates, oil drums and various supplies giving plenty of cover to defenders.

Sentries

Only Soviet sentries are moving in the area. The rest of the Soviet forces, including the vehicle crews, are asleep in the buildings. The sentries follow the route indicated on the map. They get a chance test to spot NATO troops at twice-optimum range and spot them automatically within optimum range. NATO can try and silently kill sentries if using suppressed weapons. However, both sentries in a pair must be down as casualties. If one remains up at the end of the turn, he raises the alarm. The location of dead sentries should be noted on the tabletop. Should another patrol pass within optimum range of them, they raise the alarm. Beginning the turn after an alarm is raised, the Soviet troops will act as normal. Sentries move along the patrol route at cautious speed each turn until the alarm is raised. Firing of any unsuppressed weapon automatically raises the alarm.

Vehicle Crew

Soviet vehicle crew begin the game asleep. When the alarm is raised they race to their vehicle. Once there (if not killed or injured on the way) they must pass a TQ test in order to start the



Sergeant, Company G (Ranger), 143rd Infantry vehicle. If one of the crew is killed or suffers a serious wound, he may not be used to crew the vehicle. In this case the single crewman may elect to use either the driver's or gunner's position.

HARDENED KILLERS

The NATO special forces, due to their specialist training, force all Soviet first aid rolls to be made at -1 to the die roll to reflect the superior training and marksmanship of the NATO Special Forces. Both sniper teams give a -2 to the die roll.

CIVILIANS

All civilian personnel (4 in total) are held in building 1. Once a NATO unit reaches them they may escort them off the table to a vehicle at cautious speed and count as **Dependents**. Alternatively if all Soviet troops are killed or incapacitated by the games end, the civilians automatically count as released.

DEMOLITION CHARGES

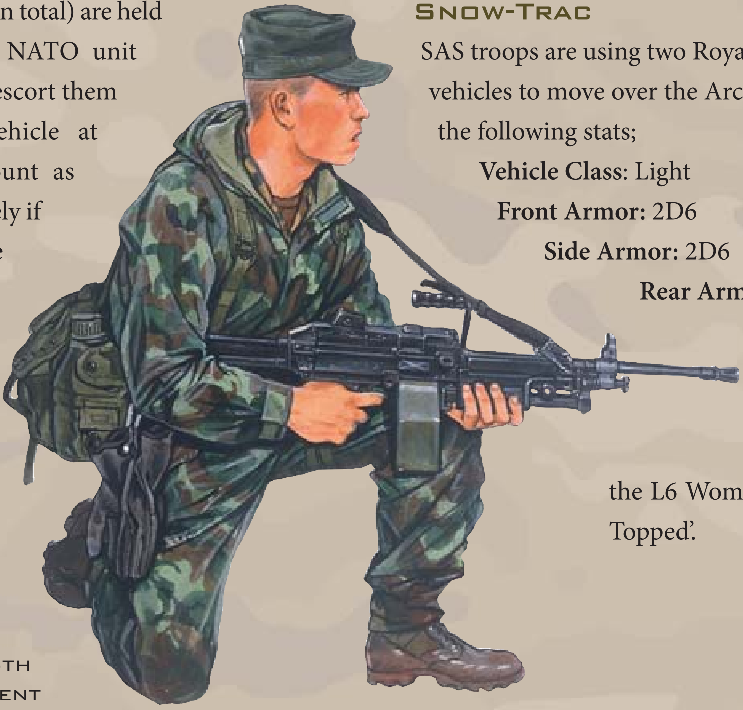
The NATO force has four demolition charges that may be assigned to whichever units the player wishes. A unit must spend a turn in contact with the building during which they may do nothing but use reaction fire. If they pass a TQ test at the end of the turn the charge is successfully placed. The timed charge explodes at the end of the game so all buildings with a charge set at the end of the game count as destroyed for victory purposes. If charges are set and the NATO force secures the compound, they are deemed to be defused by the NATO side before they explode.

SNOW-TRAC

SAS troops are using two Royal Marine Snow-Trac vehicles to move over the Arctic terrain. They use the following stats;

Vehicle Class: Light
Front Armor: 2D6
Side Armor: 2D6
Rear Armor: 2D6
Deck Armor: 1D6

The Snow-Trac version with the L6 Wombat counts as 'Open Topped'.



PFC, 3RD BATTALION, 75TH RANGER REGIMENT

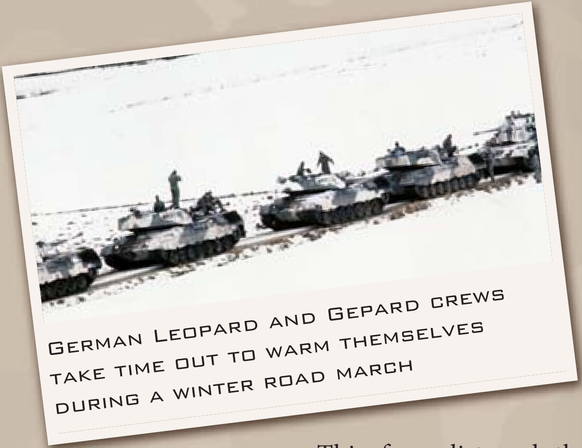
SAMPLE ORGANIZATIONS

The organizations presented below are rough guidelines for the forces they represent, not inviolable "army lists" handed down from on high. It is not uncommon for commanders to beef up a fireteam with extra men or assets or reduce a squad or fireteam by a third or more if lacking in manpower. Commanders may strip the machine-gunners from their squads to use as an ad hoc "weapons squad," or rifle/grenade launchers may be replaced with regular rifles due to restrictive ROEs in an area.

In short, unit organizations are as fluid as the battlefields they fight on. Don't get too caught up in canonical adherence to TO&Es. If you don't have an organization chart for the Third Royal Etruscan Grenadiers, exercise a little common sense – chances are they're organized along the lines of the Cold War Soviet WARPAC forces or similar to modern western forces.

The following organization descriptions represent common units found on the battlefields represented in *Cold War Gone Hot.*

FRG Mortar carriers in a well-camouflaged firing position



German Leopard and Gepard crews take time out to warm themselves during a winter road march

This force list and the organization descriptions it includes are not exhaustive. They are tailored to reflect the assets and manpower that would be applied to a typical *Force on Force* mission, so they cut off at the Platoon (or equivalent) level.

We have presented organizations as accurately as possible, but the period of the 1980s saw massive changes in troops and equipment for both NATO and Warsaw Pact members. These changes make research both challenging and difficult, with the added issues of available materials. While we strive to offer the correct organizations for the period, players may well find things that vary from their own research or experience. If you do, please drop by the Ambush Alley Games forum and share your knowledge with the rest of the community.

FRG (FEDERAL REPUBLIC OF GERMANY)

FRG Force Basic Attributes

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal to Abundant

Body Armor: N/A

Troop Quality/Morale: D8 to D10/D8 to D10

ELEMENTS OF A WEST GERMAN MIXED PANZERBATALLION, C.1985–1986

PANZERGRENADIERE ZUG (PLATOON)

Panzergrenadier Zug (Platoon)
1 x Panzergrenadier Zugführergruppe (Platoon HQ)
2 x Panzergrenadier Gruppen (Squads)

Panzergrenadier Gruppe (Squad)
1 x Truppführer (Fireteam Leader) w/G3A3
1 x Soldat w/MG3 GPMG (Med. AP:2/AT:0)
1 x Soldat w/Panzerfaust 44 "Leicht" (Med. AP:2/AT:4(M) and G3A3
1 x Soldat w/G3ZF and HK69A1 Grenade Launcher 40mm (Lt. AP:1/AT:0)
2 x Soldat w/G3A3

Additionally, the following Squad members remain in the Marder to man it:
1 x Driver w/MP2
1 x Gunner w/MP2
1 x Gruppenführer (Squad Leader) w/MP2, commanding the vehicle

4 x MP2s were stored on board Marders so the crew could fight from the vehicle if need be.

Two Riflemen in the squad are trained to fire the Milan ATGM and may be formed into a Milan team if the scenario permits. They act as a separate Weapon Team in such an instance. A squad might also be equipped with Handflammpatronen (one-shot, disposable flamethrowers). Handflammpatronen have a firepower attack of AP:2/AT:2(M). They are Intimidating Weapons.

Panzergrenadier Zugführergruppe (Platoon HQ)
1 x Zugführer (Platoon Leader) w/MP2
1 x Funker (radio operator) w/G3A3 and radio
1 x Soldat w/Panzerfaust 84mm (AP:3/AT:4(H) and G3A3
2 x Soldat w/G3A3

Additionally, the following Squad members remain in the Marder to man it:
1 x Driver w/MP2
1 x Gunner w/MP2
1 x Zugtruppführer (Squad Leader for HQ) w/MP2, commanding the vehicle

4 x MP2s were stored on board Marders so the crew could fight from the vehicle if need be.

Note on Nomenclature:
"MP2" is an UZI
"G3ZF" is a G3A3 rifle with attached scope
"Panzerfaust 84mm" is also known as Carl Gustav
Grenadiers fielded the "Marder" IFV in 1985, but there were some units mounted in M113 APCs. The "Dismounts" of the Panzergrenadiergruppe are the five riflemen and the fire team leader. The Gruppenführer (Squad Leader), Driver and Gunner man the Marder or M113 unless damage or other effects forces them to leave their vehicle.

A PAIR OF SPÄHPANZER LUCHS AND A GEPARD STAND BY IN A RESERVE AREA

A Kompanie of Panzergrenadiere contained 11 Marders and two Panzerkompanien 13 Leopards each.

PANZERKOMPANIE

1 x Leopard Command Tank
3 x Zug (Platoons)

Zug
1 x Leopard Command Tank
3 x Leopard Tanks

CANADIAN ARMY ORGANIZATIONS, C.1985

Canadian Force Basic Attributes
Initiative Level: D8 to D10
Confidence Level: Confident to High
Supply Level: Normal to Abundant
Body Armor: N/A
Troop Quality/Morale: D8 to D10/D8 to D10

MECHANIZED INFANTRY

Mechanized Infantry Platoon
1 x Platoon HQ Section
1 x Weapons Section
3 x Infantry Sections

Infantry Section
1 x Squad Leader
2 x Fireteams
1 x M113 APC w/attached gunner & driver

Infantry Fireteam
1 x Fireteam w/C7
1 x Gunner w/C9 SAW (Lt. AP:1/AT:0)
2 x Riflemen w/C7s

Based on mission tasking, each fireteam may be equipped with M72 LAWs. Earlier organizations featured the C1 rifle (FN-FAL), C2 SAW (FN-FAL HB), and the C5 LMG (Browning .30 MG).

Platoon HQ
1 x Platoon Leader w/C7
1 x Platoon Sgt. w/C7
1 x Platoon RTO w/C7
1 x Medic w/C7
1 x M113 APC w/attached gunner & driver

Weapons Section
1 x Section Leader w/C7
1 x Gunner w/C6 GPMG (Med. AP:2/AT:0)
1 x Asst. Gunner w/C7
2 x Riflemen w/C7s

TANK PLATOON

4 x Leopard 1 MBTs

DANISH ARMY ORGANIZATIONS, C.1985

Danish Force Basic Attributes
Initiative Level: D8 to D10
Confidence Level: Confident to High
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D8 to D10/D10 to D12

DANISH ARMORED INFANTRY PLATOON

Armored Infantry Platoon
1 x HQ Section
3 x Infantry Sections

Armored Infantry Section
2 x Infantry Fireteams (A&B)

Infantry Fireteam A
1 x Section Leader w/Gv M/66
1 x Gunner w/Hovea M/49 SMG & Carl Gustav (AP:3/AT:4(H)
1 x Asst. Gunner w/Gv M/66
1 x Rifleman w/Gv M/66

Infantry Fireteam B
1 x Section Leader w/Gv M/66
1 x Gunner w/Pistol & M/62 (Lt. AP:1/AT:0)
1 x Asst. Gunner w/Gv M/66
1 x Rifleman w/Gv M/66

Platoon HQ Section *(Can be broken into two Fireteams)*
1 x Platoon Leader w/Gv M/66
1 x Asst. Platoon Leader w/GV M/66
1 x RTO w/Gv M/66
1 x Gunner w/Hovea M/49 SMG and Carl Gustav (AP:3/AT:4(H)
1 x Asst. Specialist w/Gv M/66
1 x Gunner w/Pistol & M/62 (Lt. AP:1/AT:0)
1 x Asst. Gunner w. Gv M/66
1 x Riflemen w. Gv M/66

Platoon travels in 4 x M113, each with Driver (Uzi) and Commander (Pistol).

Motorized Infantry Platoons are the same except they are mounted in Bedford RL trucks instead of M113s.

ARMORED INFANTRY COMPANY

Armored Infantry Company
1 x Company HQ
3 x Armored Infantry Platoons

Armored Infantry Company HQ
1 x Company Leader w/Gv M/66
1 x RTO w/Gv M/66
1 x Asst. Company Leader w/Gv M/66
1 x RTO w/Gv M/66
1 x AA Gunner w/Redeye and Hovea M/49 SMG
1 x Senior NCO w/Gv M/66
1 x Rifleman w/scoped Gv M/66 *(Treat as a Designated Marksman)*
1 x Medic
1 x Gunner w/Hovea M/49 SMG and Carl Gustav (AP:3/AT:4(H)
1 x Rifleman w/Gv M/66

Mounted in 2x M113 APCs w/
2 x Drivers with Hovea M/49 SMGs
2 x Vehicle Commanders with Pistols

ARMORED INFANTRY MORTAR PLATOON

2 x M106
Mechanized Infantry formations had towed 120mm mortars (Heavy Mortars).

ARMORED INFANTRY ANTI-TANK PLATOON

2 x M151 Jeep or Land Rover Half-Ton w. 106mm Recoilless Rifle
or
2 x M151 Jeep or Land Rover Half-Ton w. TOW
or
2 x M113 TOW Carrier

TANK TROOP

3 x Leopard 1A3
or
3 x Centurion MK5 2DK
Tanks in the Jutland Brigades were Leopard 1A3s while the Zealand Brigades used the Centurion MK5 2DK.

RECCE TROOP

2 x M41 Walker Bulldog
1 x M113 with Infantry Section
4 x M151 or Land Rover w. .50 Cal HMG
1 x M125A1 Mortar Carrier

ARTILLERY

Direct artillery support for Force on Force games would most likely be supplied via the Mortar Platoon, which was an Infantry Battalion asset. General field support came from 155mm (M109 and towed guns).

Danish artillery observers used various forms of transport including M151 Jeeps, Land Rovers, M113 and the Hughes 500M helicopter.

ROYAL BELGIAN ARMY ORGANIZATIONS, C.1985

Belgian Force Basic Attributes
Initiative Level: D8 to D10
Confidence Level: Confident to High
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D8 to D10/D10 to D12

MECHANIZED INFANTRY PLATOON

Mechanized Infantry Platoon
1 x Platoon HQ Section
1 x Platoon Weapons Section
3 x Mechanized Infantry Section

Mechanized Infantry Section
1 x Driver w/Vigneron SMG
1 x Vehicle Commander w/Pistol
2 x Mechanized Infantry Teams (1 & 2)

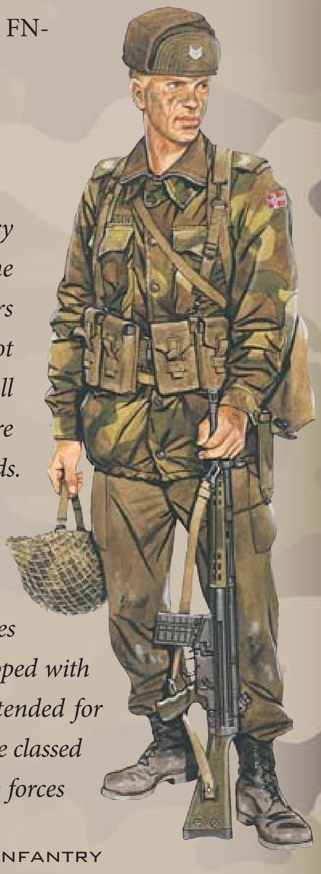
Mechanized Infantry Team 1
1 x Section Leader w/FN-FAL
3 x Riflemen w/FN-FAL

Mechanized Infantry Team 2
1 x Asst. Section Leader w/FN-FAL
4 x Riflemen w/FN-FAL

Platoon Weapons Section
1 x RL-83 Blindicide (AP:2/AT:3(M)
2 x FN-MAG (Med. AP:2/AT:0)
1 x M19 60mm Mortar (Lt. AP:1/AT:0)
8 x M72 LAW (AP:2/AT:2(M)

Platoon HQ Section x 1
1 x Platoon Leader w. FN-FAL
1 x Assistant Platoon Leader w. FN-FAL
1 x RTO w. Vigneron SMG
3 x Riflemen w. FN-FAL

A Belgian Mechanized Infantry Platoon travels in 4 x M75. The vehicle Drivers and Commanders are part of the squads but do not dismount. Platoon HQ carries all platoon support weapons that are then issued as needed to the squads. In some units the troops are equipped with the AMX-VCI and from 1985 units began to receive the AIFV-B. The Ardennes Rifles and the Guides were equipped with M113A1s. All Belgian forces intended for first line combat with NATO were classed as Mechanized. Interior Defense forces



SERGEANT, NORWEGIAN INFANTRY

were likely to be equipped with trucks. From 1985 some units began to issue 1 x RL-83 Blindicide and 1 x FN-MAG to each infantry squad.

Mechanized Infantry Company
- 1 x Company HQ
  - 2 x M75
  - 1 x Company Leader with FN-FAL
  - 1 x Asst. Company Leader with FN-FAL
  - 1 x RTO with Vigneron SMG
  - 1 x Senior NCO with FN-FAL
  - 1 x Medic
  - 1 x Specialist with RL-83 Blindicide (AP:2/AT:3(M) and Vigneron SMG
  - 1 x Rifleman with FN-FAL
  - 2 x Drivers with Vigneron SMG
  - 2 x Vehicle Commanders with Pistols
- 3 x Mechanized Infantry Platoons

MECHANIZED INFANTRY ANTI-TANK PLATOON

2 x M38 Jeep with ENTAC

or

2 x M75 with Milan ATGW Team (3-man team)

or

4 x Jagdpanzer Kannone

TANK TROOP

3 x Leopard 1A1

RECCE SQUADRON

3 x Scimitar
2 x Scorpions
3 x Spartans w/three Recon Teams

Recon Teams consist of four men with FN-FALs and often with light Anti-Tank weapons such as the M72 LAW.

ARTILLERY

Direct artillery support for Force on Force games would most likely be supplied via the Mortar Platoon. General field support came from 105mm (M108) and 155mm (M109 and towed guns).

Belgian artillery observers used various forms of transport including M38 Jeeps, Land Rovers, Spartans and the Allouette II helicopter.

ROYAL NETHERLANDS ARMY ORGANIZATIONS, C.1985

Dutch Force Basic Attributes

Initiative Level: D8 to D10
Confidence Level: Confident to High
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D8 to D10/D10 to D12

DUTCH INFANTRY PLATOON

Dutch Infantry Platoon
- 1 x Platoon HQ Section
- 3 x Infantry Sections

DUTCH TROOPS FOLLOW AN ENGINEER M113A1 ACROSS AN EXPOSED BRIDGE

Infantry Section

Team 1

1 x Section Leader w/FN-FAL
1 x Specialist w/UZI SMG and TLV (Carl Gustav 84mm, AP:3/AT:4(H)
1 x Asst. Specialist w/FN-FAL
1 x Rifleman w/FN-FAL

Team 2

1 x Asst. Section Leader w/FN-FAL
1 x Gunner w/Pistol and FN-MAG (Med. AP:2/AT:0)
1 x Asst. Gunner w/FN-FAL
1 x Rifleman w/FN-FAL

Platoon HQ Section

Team 1

1 x Platoon Leader w/FN-FAL
1 x RTO w/FN-FAL
1 x Specialist w/UZI SMG and M47 Dragon (AP:4/AT:4(H), SACLOS
1 x Asst. Specialist w/FN-FAL

Team 2

1 x Asst. Platoon Leader w/FN-FAL
1 x Gunner w/Pistol and FN-MAG (Med. AP:2/AT:0)
1 x Asst. Gunner w/FN-FAL
1 x Riflemen w/FN-FAL

In both the HQ and Infantry sections, one of the Riflemen might carry rifle grenades, taking on the role of grenadier.

If Mechanized Infantry (Panzerinfanterie) the above would ride in;

Up until 1985:
YP408 (with .50 HMG)
Additional crew would be Driver w/Uzi and Commander w/Pistol

From 1976 the infantry could also operate from:
YPR765PRI (25mm Oerlikon Cannon)
Additional crew would be Driver w/Uzi, Gunner w/Uzi and Commander (The commander is also the Infantry Section Leader)

YP408 MECHANIZED COMBAT COMPANY (1985)

1 x Land Rover (Long Wheel Base)
  1 x Company Leader w/FN-FAL
  1 x RTO w/FN-FAL

2 x Despatch Riders w/UZI on Moto-Guzzi Motorcycles

2 x YP408 (Command, .50 HMG), each of:
  1 x Asst. Company Leader w/FN-FAL
  1 x RTO w/FN-FAL
  1 x AA Gunner w/Stinger and UZI
  1 x Senior NCO w/FN-FAL
  2 x Rifleman w/FN-FAL
  1 x Medic
  1 x Specialist with TLV (Carl Gustav 84mm, AP:3/AT:4(H) and UZI
  1 x Driver w/UZI
  1 x Vehicle Commander w/Pistol

12 x YP408 (.50 HMG) *in three platoons of four sections (1 x HQ & 3 x Standard)*

From 1976 the company could field the following YPR765s:
2 x YPR-765 PRCO-B
12 x YPR-765 PRI

MECHANIZED INFANTRY ANTI-TANK PLATOON (PANTSERONDERSTEUNINGS)

1 x YP408 Command

6 x YP408 w/six TOW with ground mount and 8 rounds

TANK PLATOON

5 x Leopard 1-V

or

5 x Centurion 5/2 *(before 1980, still in use till 1984 with reserve formations)*

or

4 x Leopard 2 *(from 1981)*

A Tank Company would have three tank platoons commanded by 2 x Leopard 1-V/Centurion 5/2 or 1 x Leopard 2 and a YPR765PRCO-C1

RECCE PLATOON (FROM A RECONNAISSANCE BATTALION – VERKENNINGSBATALJON)

5 x M113 C&R w/25mm Oerlikon Cannon Turret

2 x Leopard (1-V *or* 2)

1 x M106 (M113 Mortar Carrier)

1 x M113 A1 *(containing Infantry Section)*

ANTI-TANK PLATOON

Up until 1985;

1 x YP408 Command

6 x YP408 w/six TOW with ground mount and 8 rounds

ARTILLERY

Direct artillery support for Force on Force games would most likely be supplied via the 120mm Mortar Platoon, which was a Mechanized Infantry Battalion asset. General field support came from various self-propelled guns ranging from 155mm (M109) to 203mm (M110).

Dutch artillery observers used various forms of transport including M38 Jeeps, YPR765 PRCO-C5 and the Allouette 111 helicopter.

UNITED KINGDOM

BRITISH ARMY OF THE RHINE (BAOR)

BAOR Corps Basic Force Attributes

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D8 to D10/D10 to D12

BAOR MECHANIZED RIFLE PLATOON

The rifle section is organized either into a gun group and a rifle group or into two equal-sized fire teams, the section rides in an FV-432.

Rifle Platoon *(All mounted in FV-432s)*

1 x Platoon HQ

3 x Infantry Sections

Infantry Section

2 x Rifle Fireteams *(A&B)*

or

1 x Gun Group & 1 x Rifle Group

Rifle Fireteams

Fireteam A

1 x Section Commander w/L1A1 SLR

1 x Gunner w/Sterling SMG & MAW (AP:3/AT:4(H)

1 x Assistant Gunner w/L1A1 SLR

1 x Rifleman w/L1A1 SLR

Fireteam B
1 x Section 2IC/Gun Controller w/L1A1 SLR
1 x Gunner w/L7A1 GPMG (Med. AP:2/AT:0)
1 x Assistant Gunner w/L1A1 SLR
1 x Rifleman w/L1A1 SLR

or

Rifle & Gun Groups
Rifle Group
1 x Section Commander w/L1A1 SLR
1 x Gunner w/Sterling SMG & MAW (AP:3/AT:4(H)
1 x Assistant Gunner w/L1A1 SLR
2 x Rifleman w/L1A1 SLR

Gun Group
1 x Section 2IC/Gun Controller w/L1A1 SLR
1 x Gunner w/L7A1 GPMG (Med. AP:2/AT:o)
1 x Assistant Gunner w/L1A1 SLR

Platoon HQ
1 x Platoon Commander (Subaltern) w/L1A1 SLR or Sterling SMG
1 x Platoon Sergeant w/L1A1 SLR
1 x Signaler (RTO) w/L1A1 SLR or Sterling SMG
1 x Gunner w/Light Mortar (Lt. AP:1/AT:0)
1 x Medic w/L1A1 SLR

MECHANIZED INFANTRY ANTI-TANK SECTION

1 x Ferret with two-man command element
2 x FV-432 with 4 x three-man Milan Teams (AP:4/AT:5(H), SACLOS

This unit could also be comprised of four FV438 Swingfire (AP:5/AT:6(H), SACLOS) vehicles though these, originally operated by specialist anti-tank units of the Royal Artillery from their introduction during the 1970s, transferred to the Royal Armoured Corps during the late 1980s. While not part of a mechanized infantry battalion, the option is given for the sake of completeness.

TANK TROOP

4 x Chieftain Mk10
or
4 x Challenger 1

MEDIUM RECONNAISSANCE TROOP

4 x Scorpion
When attached to infantry formations this would be; 2 x Scorpion, 2 x Scimitar.

CLOSE RECON TROOP

4 x Scimitar

SURVEILLANCE TROOP

1 x FV103 Spartan w/Platoon HQ
4 x FV103 Spartan w/Rifle Section

ARTILLERY

Direct artillery support for Force on Force games would most likely be supplied via the Mortar Platoon. General field support came from 105mm (FV-433) and 155mm (M109).

British artillery observers used various forms of transport including FV103 Spartans, FV432s, Land Rovers and Gazelle AH 1 helicopters.

UNITED STATES FORCES

US Army

US Army Basic Force Attributes

Initiative Level: D8 to D12

Confidence Level: Confident to High

Supply Level: Abundant

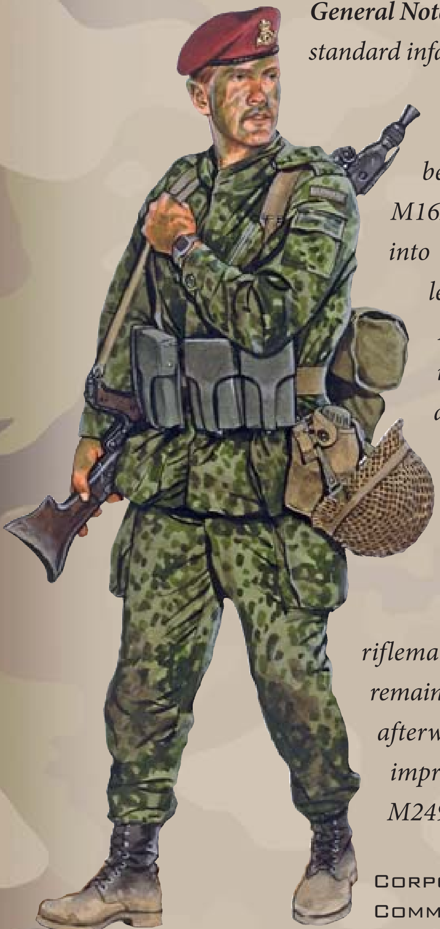
Body Armor: Optional – See *Cold War Era Body Armor*

Troop Quality/Morale: D8 to D10/D8 to D12

Typical Unit Attributes:

- *Forward Observer*
- *Tactical Air Controller*
- *Medic*

US A10 Thunderbolts savage a Soviet artillery park



Corporal, Danish Commandos

General Notes: *The M16A1 was the standard infantry weapon in the US Army until 1986, when the M16A2 began to appear. M16A1s remained in use into the 1990s at various levels, however. The M249 SAW was introduced in 1982, in a configuration visibly different from its current guise. It primarily replaced the M16A1 used by the automatic rifleman. Again M16A1s remained in use for some time afterwards, and the product improvement kit for the M249 that was introduced in the late 1980s was not fitted to all weapons until the mid-1990s. Ranger and Special Forces units had access to other types of individual weapons, including "submachine gun" and carbine members of the AR-15/M16A1 family, to include the XM177E2 and Colt Model 653. The M72A3 recoilless rocket launcher was adopted in 1986 to replace the various versions of the M72 LAW that remained in service. It too did not see issue to most units until well after that point. The M47 Dragon soldiered on well into the 1990s, as did the M60 machine gun. Weapons specified are representative, but can be substituted for other systems within the appropriate time frames.*

Rifle Platoon (Light)

1 x Platoon Headquarters

3 x Rifle Squad

Rifle Squad

1 x Squad Leader w/M16A1

2 x Fireteams

Rifle Fireteam

1 x Team Leader w/M16A1
1 x Automatic Rifleman w/M249 SAW (Lt. AP:1/AT:0)
1 x Grenadier w/M203 (Lt. AP:1/AT:0)
1 x Rifleman w/M16A1

Platoon Headquarters

1 x Platoon Leader w/M16A1
1 x Platoon Sergeant w/M16A1
1 x Platoon RATELO w/M16A1
2 x Machine Gunner w/M60 GPMG (Med. AP:2/AT:0)
2 x Asst. Machine Gunner w/M16A1

Machine Gunners and Asst. Gunners can be split into two GPMG Weapon Teams.

RIFLE PLATOON (INCLUDING AIRBORNE AND AIR ASSAULT)

1 x Platoon Headquarters
3 x Rifle Squad
1 x Weapon Squad

Platoon Headquarters

1 x Platoon Leader w/M16A1
1 x Platoon Sergeant w/M16A1
1 x Platoon RATELO w/M16A1

Rifle Squad

1 x Squad Leader w/M16A1
2 x Fireteams

Rifle Fireteam

1 x Team Leader w/M16A1
1 x Automatic Rifleman w/M249 SAW (Lt. AP:1/AT:0)
1 x Grenadier w/M16A1 and M203 (Lt. AP:1/AT:0)
1 x Rifleman w/M16A1

Weapons Squad

1 x Squad Leader w/M16A1
2 x Machine Gun Teams, each of:
    1 x Machine Gunner w/M60 (Med. AP:2/AT:0)
    1 x Asst. Machine Gunner w/M16A1
2 x AT Teams, each of:
    1 x Anti-Armor Gunner w/M47 Dragon (AP:4/AT:4(H)
    1 x Asst. Anti-Armor Gunner w/M16A1

MECHANIZED RIFLE PLATOON (M113)

1 x Platoon Headquarters
3 x Rifle Squad

Rifle Squad (w/M113A2)

1 x Squad Leader w/M16A1
2 x Fireteams

Fireteam

1 x Team Leader w/M16A1
1 x Automatic Rifleman w/M249 SAW (Lt. AP:1/AT:0)
1 x Grenadier w/M16A1 and M203 (Lt. AP:1/AT:0)
2 x Rifleman w/M16A1

One rifleman in the squad acts as the M113's driver and another as its gunner when performing mounted operations. This reduces the dismounted fireteams to one Rifleman each (and a total of four Fireteam members).

Platoon Headquarters (M113A2)

1 x Platoon Leader w/M16A1
1 x Platoon Sergeant w/M16A1
1 x Asst. Platoon Sergeant w/M16A1
1 x RTO w/M16A1
1 x Carrier Driver w/M16A1

***Note:** Each squad has an M60 machine gun and an M47 Dragon missile system with no assigned gunner. When deployed, one automatic rifleman is equipped with the M60 and one of the squad's riflemen is equipped with the M47 Dragon. Both weapons can be mounted on the M113A2 in addition to its standard .50 caliber M2 machine gun. If mounted, the automatic rifleman reverts to his M249 SAW when the squad dismounts. When squads are mounted, one of the squad's team leader's is also designated as the carrier gunner, and remains in the track, along with the carrier driver, when the squad dismounts.*

Typical Unit Attributes

- *Ground Huggers*

MECHANIZED RIFLE PLATOON (M2 BRADLEY IFV)

Mounted Platoon
2 x Vehicle Section
2 x Rifle Squad

Vehicle Section
1 x Track Comander
1 x Senior Gunner
1 x Vehicle Driver
2 x Rifle Squads
  2 x Teams (A & B)

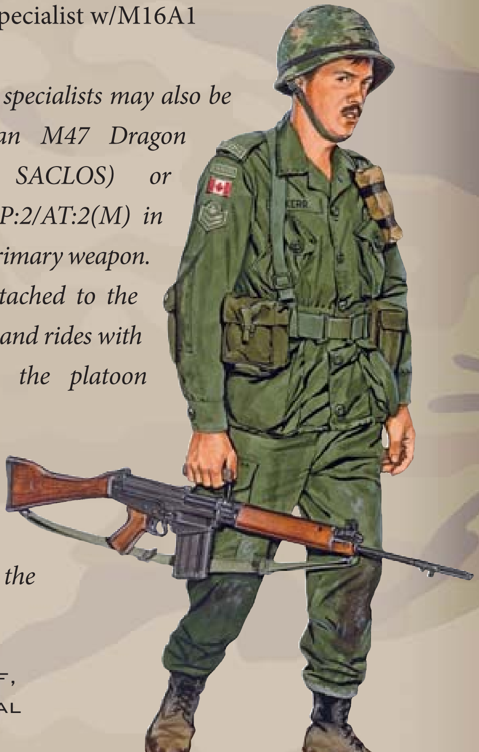
Rifle Squads
1st Rifle Squad, Team A (M2/M2A1 Bradley IFV)
1 x Platoon Leader w/M16A1
1 x Team Leader w/M16A1
1 x Automatic Rifleman w/M249 (Lt. AP:1/AT:0)
1 x Grenadier w/M16A1 and M203 (Lt. AP:1/AT:0)
1 x Anti-Armor Specialist w/M16A1
1 x Forward Observer w/M16A1

1st Rifle Squad, Team B (M2/M2A1 Bradley IFV)
1 x Squad Leader w/M16A1
1 x Team Leader w/M16A1
2 x Automatic Rifleman w/M249 (Lt. AP:1/AT:0)
1 x Anti-Armor Specialist w/M16A1 (Lt. AP:1/AT:0)
1 x Platoon RATELO w/M16A1

2nd Rifle Squad, Team A (M2/M2A1 Bradley IFV)
1x Team Leader w/M16A1
1x Automatic Rifleman w/M249 (Lt. AP:1/AT:0)
1x Grenadier w/M16A1 and M203 (Lt. AP:1/AT:0)
1x Anti-Armor Specialist w/M16A1
1x Forward Observer/RATELO w/M16A1

2nd Rifle Squad, Team B (M2/M2A1 Bradley IFV)
1x Squad Leader w/M16A1
1x Team Leader w/M16A1
2x Automatic Rifleman w/M249 (Lt. AP:1/AT:0)
1x Anti-Armor Specialist w/M16A1

***Note:** Anti-armor specialists may also be equipped with an M47 Dragon (AP:4/AT:3(M), SACLOS) or M72A3 LAW (AP:2/AT:2(M) in addition to their primary weapon. An Aidman is attached to the second rifle squad and rides with Team A. When the platoon operates dismounted, it is formed into two squads of nine men each, plus the*


CORPORAL-CHEF, CANADIAN ROYAL 22E REGIMENT

platoon headquarters. The dismounted organization also has a five man machine gun section, with a section leader, two machine gunners with M60s (Med. AP:2/AT:0) and two assistant machine gunners with M16A1s.

Typical Unit Attributes

- *Ground Huggers*

SCOUT PLATOON (M113)

1 x Platoon Leader Scout Section
1 x Platoon Sergeant Scout Section
1 x Scout Section

Platoon Leader Scout Section (M113A2)

1 x Platoon Leader w/M16A1
1 x RTO w/M16A1
1 x Carrier Driver w/M16A1
1 x Assistant Scout Team Leader w/M16A1
1 x Scout w/M16A1

Scout Section (M113A2)

1 x Section Team Leader w/M16A1
1 x Carrier Driver w/M16A1
1 x Assistant Scout Team Leader w/M16A1
2 x Scout w/M16A1

Platoon Sergeant Scout Section (M113A2)

1 x Platoon Sergeant w/M16A1
1 x Carrier Driver w/M16A1
1 x Assistant Scout Team Leader w/M16A1
2 x Scout w/M16A1

Platoon Leader Scout Section (M901A1 ITV)

1 x Vehicle Commander w/M16A1
1 x Gunner w/M16A1
2 x Assistant Gunners w/M16A1
1 x Driver w/M16A1

A US ARMY M901 ITV

Platoon Sergeant Scout Section (M901A1 ITV)

1 x Vehicle Commander w/M16A1
1 x Gunner w/M16A1
2 x Assistant Gunners w/M16A1
1 x Driver w/M16A1

Scout Section (M901A1 ITV)

1 x Vehicle Commander w/M16A1
1 x Gunner w/M16A1
2 x Assistant Gunners w/M16A1
1 x Driver w/M16A1

Typical Unit Attributes

- *Stealthy*
- *Forward Observer*
- *Tactical Air Controller*

Note: *Each section had an M47 Dragon missile system with no assigned gunner. When deployed, one scout can be equipped with the M47. The weapon can be mounted on the M113A2 in addition to its standard .50 caliber M2 machine gun. When the scout sections dismount, the Platoon Sergeant and 2 Assistant Team Leaders are designated as the carrier TC/gunner, and remain in the track, along with the carrier driver.*

The “CAR-15”

A collapsible-stock version of the M16A1 was produced in this time period. It featured a shortened barrel and was famous for its ferocious muzzle-flash. This weapon was referred to generically as the “CAR-15” or “CAR,” but there were actually several versions of this type of weapon, including the XM177E1/E2, GAU-5/A, GAU-5A/A, and the Colt Model 653. For convenience sake, and in adherence with the flavor of the period, this type of weapon is referred to throughout these rules as a “CAR-15.”

Ranger Rifle Platoon

1 x Platoon Headquarters
3 x Rifle Squad
1 x Machine Gun Squad

Rifle Squad

1 x Squad Leader w/M16A1
2 x Fireteams

Rifle Fireteam

1 x Team Leader w/M16A1
1 x Automatic Rifleman w/M249 SAW (Lt. AP:1/AT:0)
1 x Grenadier w/M16A1 and M203 (Lt. AP:1/AT:0)
1 x Rifleman w/M16A1

Platoon Headquarters

1 x Platoon Leader w/M16A1
1 x Platoon Sergeant w/M16A1
1 x RTO w/M16A1

Machine Gun Squad

1 x Squad Leader w/M16A1
3 x Machine Gun Teams, each of:
  1 x Machine Gunner w/M60 (Med. AP:2, AT:0)
  1 x Asst. Machine Gunner w/M16A1
  1 x Ammo Bearer w/M16A1

Long Range Surveillance Platoon, Long Range Surveillance Company

1 x Platoon Headquarters *(Administrative only – not encountered in play)*
6 x Surveillance Team

Surveillance Team

1 x Team Leader w/M16A1
1 x Asst. Team Leader w/M16A1
3 x Observer w/M16A1
1 x RATELO w/M16A1

Note: *The Long Range Surveillance Company was a Corps level asset. Long Range Surveillance Detachments, a platoon sized formation, were assigned to the Military*

US M60A3 tanks on the march across West Germany

Intelligence Battalion in each Division. These formations had a Headquarters Section, Communications Section, and six Surveillance Teams. LRSDs assigned to Military Intelligence Battalions in Light Infantry Divisions had only four Surveillance Teams.

Typical Unit Attributes

- *Stealthy*
- *Forward Observer*
- *Tactical Air Controller*

SPECIAL FORCES OPERATIONAL DETACHMENT A

1 x Detachment Commander w/M16A1
1 x Detachment Technician w/M16A1
1 x Operations Sergeant w/M16A1
1 x Asst. Operations and Intelligence Sergeant w/M16A1
2 x Weapons Sergeant w/M16A1
2 x Engineer Sergeant w/M16A1
2 x Medical Sergeant w/M16A1
2 x Communications Sergeant w/M16A1

ODAs commonly divide into two or three equally sized teams of analogous capabilities. They are often equipped with mission specific gear, such as CAR-15s, and are trained to use Warsaw Pact weapons, which they may utilize if the mission requires or their own weapons are inoperable or depleted.

Typical Unit Attributes

- *Stealthy*
- *Forward Observer*
- *Tactical Air Controller*
- *Advanced Live Saving*

TANK PLATOON (ARMOR OR CAVALRY)

4x M60A3, M1, IPM1, or M1A1 Tanks

Typical Unit Attributes

- *Ground Huggers*

CAVALRY PLATOON

6 x M3 Bradley CFV

Typical Unit Attributes

- *Ground Huggers*

US MARINE CORPS (USMC)

US Marine Corps Basic Force Attributes
Initiative Level: D8 to D10
Confidence Level: Confident to High
Supply Level: Normal
Body Armor: Optional – See *Cold War Era Body Armor*
Troop Quality/Morale: D8 to D10/D10 to D12

Typical Unit Attributes:

- *Forward Observer*
- *Terminal Air Controller*
- *Medic*

A US M1 Abrams kicks up dust as it moves to a new firing position

A USMC LAV25 IN WINTER COLOR

General Notes: *The M16A1 was the standard infantry weapon in the US Marine Corps until 1984, when the M16A2 began to appear. M16A1s remained in use into the 1990s at various levels. The M249 SAW was introduced in 1982, in a configuration visibly different from its current guise. In the USMC it was to replace the M16A1 and the M16A1-based "Interim SAW" that had been used by the automatic rifleman. The USMC's initial purchase of M249s was dramatically smaller than that of the US Army, and the M16A1s and Interim SAWs remained in use for some time afterwards. As with the US Army, the product improvement kit for the M249 was not fitted to all weapons until the mid-1990s. The M72A3 recoilless rocket launcher was adopted in 1986 to replace the various versions of the M72 LAW that remained in service. It too did not see issue to most units until well after that point. The M47 Dragon soldiered on well into the 1990s. The Marines even developed a product improved Dragon II in the late 1980s. Also in the 1980s, the USMC adopted the M60E3, a lightweight version of the M60. The modifications adversely affected the weapon's reliability, however, and by the early 1990s, it had begun to be replaced with the M240G. Weapons specified are representative, but can be substituted for other systems within the appropriate time frames.*

USMC RIFLE PLATOON

1 x Platoon Headquarters
3 x Rifle Squad

Rifle Squad

1 x Squad Leader w/M16A1
3 x Fireteams

Rifle Fireteam

1 x Fire Team Leader w/M16A1 and M203 (Lt. AP:1/AT:0)
1 x Automatic Rifleman w/M16A1 or Interim SAW (Lt. AP:1/AT:0)
1 x Asst. Automatic Rifleman w/M16A1 and M203 (Lt. AP:1/AT:0)
1 x Rifleman w/M16A1

Platoon Headquarters

1 x Platoon Leader w/M16A1
1 x Platoon Sergeant w/M16A1
1 x Platoon RATELO w/M16A1
1 x Corpsman w/M16A1

USMC SCOUT SNIPER PLATOON

1 x Headquarters Section
3 x Scout Sniper Squad

Headquarters Section

1 x Platoon Commander w/M16A1
1 x Platoon Sergeant w/M16A1
1 x Repairman w/M16A1

Scout Sniper Squad

1 x Squad Leader w/M16A1
5 x Sniper Teams

Sniper Team

1 x Sniper Team Leader w/M40A1

1 x Scout Observer w/M203 (Lt. AP:1/AT:0)

Typical Attributes:

- *Forward Observer*
- *Terminal Air Controller*
- *Stealthy*

USMC Tank Platoon

4 x M60A3 or M1A1 Tank

Typical Unit Attributes

- *Ground Huggers*

USSR

USSR Basic Force Attributes

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal

Body Armor: Optional – See *Cold War Era Body Armor*

Troop Quality/Morale: D8 to D10/D10 to D12

BTR-60 (with a 9P122 Malyutka AT-3 Sagger launcher vehicle in background)

TYPICAL UNIT ATTRIBUTES:

- *Inflexible Doctrine*
- *Forward Observer*
- *Terminal Air Controller*
- *Medic*

Motorized Rifle Platoon (BTR)

1 x Platoon Headquarters

3 x Motorized Rifle Squad (BTR)

Motorized Rifle Squad (w/BTR-60/70/80)

1 x Squad Leader (BTR Commander) w/AK-74*

1 x BTR Driver/Mechanic w/PM*

1 x BTR Machine Gunner w/PM*

1 x Senior Rifleman/Asst. Squad Leader w/AK-74

1 x Machine Gunner w/RPK-74 (Lt. AP:1/AT:0)

1 x Grenadier w/RPG-7V (Med. AP:4/AT:0) or RPG-7 (Med. AP:2/AT:3(M)

1 x Rifleman/Asst. Grenadier w/AK-74

1 x Rifleman/Medic w/AK-74

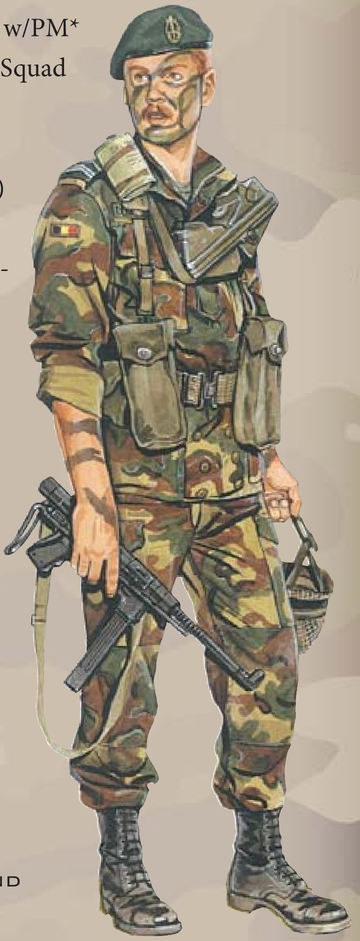
1 x Rifleman w/AK-74

**These personnel did not dismount the vehicle.*

Platoon Headquarters

1 x Platoon Leader w/PM

1 x Asst. Platoon Leader w/AK-74



Sergeant, Belgian 2nd Commando Battalion

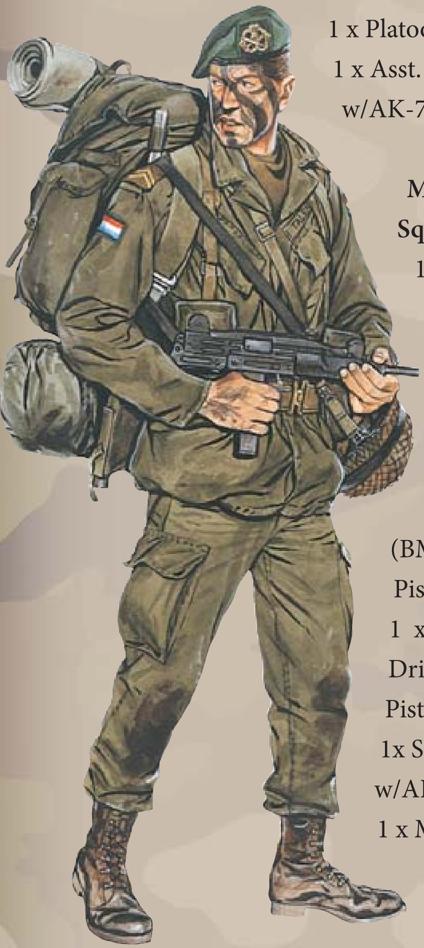
Note: *One squad per platoon equips the last rifleman in the squad with a Dragunov SVD. The Soviet Naval Infantry Platoons had 21 versus 16 AK-74s. It's not clear how these additional weapons were distributed in the platoon.*

MOTORIZED RIFLE PLATOON (BMP)

1 x Platoon Headquarters
3 x Motorized Rifle Squad (BMP)

Platoon Headquarters

1 x Platoon Leader w/PM
1 x Asst. Platoon Leader w/AK-74



CORPORAL, DUTCH 104TH COMMANDO COMPANY

Motorized Rifle Squad (w/BMP-1/BMP-2)

1 x Squad Leader (BMP Commander) w/AK-74*
1 x Asst. Squad Leader (BMP Gunner) w/PM Pistol*
1 x BMP Driver/Mechanic w/PM Pistol*
1x Senior Rifleman w/AK-74
1 x Machine Gunner w/RPK-74 (Lt. AP:1/AT:0)
1 x Rifleman/Medic w/AK-74
1 x Grenadier w/RPG-7V (Med. AP:4) and PM Pistol
1 x Rifleman/Asst. Grenadier w/AK-74
1 x Rifleman w/AK-74

**These personnel do not dismount the BMP.*

Note: *One squad per platoon equips with the last rifleman in the squad with an SVD.*

Typical Unit Attributes:

- *Inflexible Doctrine*

AIRBORNE RIFLE PLATOON (BMD)

1 x Platoon Headquarters
3 x Airborne Rifle Squad (BMD)

Airborne Rifle Squad (w/BMD/BMD-2)

1 x Squad Leader (BMD Commander) w/AK-74*
1 x BMD Driver/Mechanic w/PM Pistol*
1 x BMD Gunner w/PM Pistol*
1 x Asst. Squad Leader/Senior Rifleman w/AK-74
1 x Machine Gunner w/RPK-74 (Lt. AP:1/AT:0)
1 x Grenadier w/RPG-7 (Med. AP:2/AT:3(M) and PM Pistol
1 x Rifleman/Asst. Grenadier w/AK-74

**These personnel do not dismount the BMP.*

Platoon Headquarters

1 x Platoon Leader w/PM
1 x Asst. Platoon Leader w/AK-74S

Typical Unit Attributes:

- *Inflexible Doctrine*

SOVIET T-72S ON PARADE BEFORE THE WAR

TANK AND ASSAULT GUN PLATOONS (C.1984)

Tank Platoon, Tank Company, Independent Tank Battalion, Motor Rifle Division

3 x T-80B Tank

Tank Platoon, Tank Company, Tank Battalion, Tank Regiment

3 x T-64BM *or* T-72A Tank

Tank Platoon, Tank Company, Tank Battalion, Motor Rifle Regiment (BTR or BMP)

4 x T-64BM *or* T-72A Tank

ATGM Platoon, ATGM Battery, Motor Rifle Regiment (BTR or BMP)

1 x BDRM-2

1 x 9P137/9P148 (BDRM-2 w/AT-5)

BMP Platoon, Reconnaissance Company, Motor Rifle Regiment (BTR or BMP)

3 x BMP-1

BDRM Platoon, Reconnaissance Company, Motor Rifle Regiment (BTR or BMP)

4 x BDRM-2

ASU Troop, ASU Battery, ASU Battalion, Airborne Division

3 x ASU-85

Typical Unit Attributes

- *Inflexible Doctrine*

WARSAW PACT VARIATIONS

While the members of the Warsaw Pact duplicated much of the Russian Army's equipment and organizations, some variants did exist. Notable exceptions to the norm are listed below:

East Germany did not field BMP-2s (in the middle 80s, though they would later), MT-LBs, T-62Ms or T-64BMs.

Poland and Czechoslovakia did not field BMP-2s, T-62Ms, T-64BMs, and fielded the variants of the OT-62M and OT-64BM in place of the BTR series.

ROYAL MARINE COMMANDO

VEHICLES

The vehicle "stats" for many of the AFVs presented in this book will differ from those presented for them in the original *Force on Force* rule book. One obvious difference is the removal of the **Obsolete** attribute (old clunkers in 2010+ were in their prime in the '80s). There are also some differences between the armor and AT values presented for some vehicles. These modifications, too, are meant to represent the vehicle's relative performance to other vehicles from the era.

The vehicles presented in this book are limited to those featured in the scenarios and a few purely representational vehicles. If you are looking for descriptions for Cold War era vehicles that you can't find in this book, please visit our website at www.ambushalleygames.com, where we maintain a free Motor Pool resource.

NATO VEHICLES

NATO SOFT-SKIN VEHICLES

NAME	Class	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes/ Nation
Land Rover	S	W	Usually unarmed	N/A	1D6	1D6	1D6	1D6	1+7	UK
M998 HMMWV Cargo/Troop Carrier	S	W	Pintle M2HB (Hvy. AP:4/AT:1(L)		1D6	1D6	1D6	1D6	1+9	Usually not armed USA
M1043 HMMWV Weapons Carrier	S	W	M2HB (Hvy. AP:4/AT:1(L) or Mk.19 (Med. AP:3/AT:0)		1D6 *(2D6 if Up-armored)*	1D6 *(2D6 if Up-armored)*	1D6 *(2D6 if Up-armored)*	1D6 *(1D6 if Up-armored)*	1+4	***Can be Up-Armored*** USA
M151A2 MUTT	S	W	M2HB (Hvy. AP:4/AT:1(L)		1D6	1D6	1D6	1D6	1+4	USA
M151A2 w/TOW Launcher	S	W	TOW II ATGM (AP:5/AT:7(H) SACLOS		1D6	1D6	1D6	1D6	1+4	USA

NATO LIGHT VEHICLES

NAME	Class	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes/ Nation
M75 APC	**L**	**T**	M2HB (Hvy. AP:4/AT:1(L)	N/A	2D8	1D8	1D6	1D6	2+11	***Obsolete*** USA
M113A2 APC	**L**	**T**	M2HB (Hvy. AP:4/AT:1(L)	N/A	2D8	1D8	1D6	1D6	2+11	***Obsolete*** ***Amphibious*** USA
M163 PIVADS	L	T	20mm Vulcan (AP:5/AT:2M)	N/A	2D8	1D8	1D6	1D6	4	***Obsolete*** ***Advanced Optics/Sensors*** ***Amphibious*** USA
M901A1 ITV	L	T	2 x TOW II ATGM (AP:5/AT:7(H) SACLOS	N/A	2D8	1D8	1D6	1D6	4	***Obsolete*** ***Advanced Optics/Sensors*** ***Amphibious*** USA

M2 Bradley IFV	L	T	25mm Chain Gun (AP:5/AT:3(M) TOW II ATGM (AP:5/AT:7(H) SACLOS	3D	3D8	2D8	2D6	1D6	3+7	***Amphibious*** (with preparation) ***Advanced Optics/Sensors*** Cannot fire Main Gun and ATGM same Activation/Reaction. USA
M3 Bradley CFV	L	T	25mm Chain Gun (AP:5/AT:3(M) TOW II ATGM (AP:5/AT:7(H) SACLOS	3D	3D8	2D8	2D6	1D6	3+7	***Amphibious*** (with preparation) ***Advanced Optics/Sensors*** Cannot fire Main Gun and ATGM same Activation/Reaction. USA
M551A1 TTS Sherdian	L	T	152 mm Gun (AP:6/AT:4(H) M2HB (Hvy. AP:4/AT:1(L) Shillelagh ATGM (AP:5/AT:6(H) SACLOS	3D	3D8	2D8	2D6	1D6	3+7	***Amphibious*** (with preparation) ***Advanced Optics/Sensors*** Cannot fire Main Gun and ATGM same turn TQ Test required before each Shillelagh launch after the first. Failure indicates the delicate fire control system is broken and no more missiles can be fired for the duration of the game. USA
Ferret Mk 2/5	**L**	**W**	Twin 7.62 GPMG (Med. AP4/AT0)	N/A	3D8	2D8	2D6	1D6	2	***Smoke Generators*** UK
Fox	**L**	**W**	30mm Auto Cannon (AP:4/AT:3(L)	3D	3D8	2D8	2D6	1D6	3	***Amphibious*** ***Smoke Generators*** UK
FV603 Saracen	L	W	Twin 7.62 GPMG (Med. AP:4/AT:0)	N/A	3D8	2D8	2D6	1D6	2+9	***Smoke Generators*** UK
FV601 Saladin	L	W	76mm M32 (AP:3/AT:3(H) Coax MG (Med. AP:3/AT:0)	3D	3D8	2D8	2D6	1D6	3	***Smoke Generators*** UK
AT105 Saxon APC	L	W	7.62 GPMG (Med. AP:3/AT:0)	N/A	3D8	2D8	2D6	1D6	2+10	UK
FV101 Scorpion CVR(T)	L	T	75mm (AP:3/AT:2(M)	3D	3D8	2D8	2D6	1D6	3	***Amphibious*** UK
FV102 Striker CVR(T)	L	T	Swingfire Launcher(AP:5/AT:6(H) SACLOS	3D	3D8	2D8	2D6	1D6	3	***Amphibious*** UK
FV107 Scimitar CVR(T)	L	T	30mm Auto Cannon (AP:4/AT:3(L)	3D	3D8	2D8	2D6	1D6	3	***Amphibious*** ***Bar Armor*** UK
FV103 Spartan APC	L	T	7.62 GPMG (Med. Support, AP:3/AT:0)	N/A	3D8	2D8	2D6	1D6	2+5	***Amphibious*** UK
FV103 Spartan MCT	L	T	Milan Missile Launcher (AP:4/AT:5(H) *Tandem Warhead ignores ERA; SACLOS* 7.62 GPMG (Med. AP:3/AT:0)	N/A	3D8	2D8	2D6	1D6	3	***Amphibious*** UK
FV510 Warrior IFV	L	T	30mm Auto Cannon (AP:4/AT:3(L)	3D	3D8 *(4D8 if Up-Armored)*	2D8 *(3D8 if Up-Armored)*	2D6 *(3D6 if Up-Armored)*	1D6 *(1D6 if Up-Armored)*	3+7	***Advanced Optics/Sensors*** ***Can be Up-Armored*** UK

FV432	L	T	7.62 GPMG (Med. AP:3/AT:0) Pintel Mounted – must be Unbuttoned to use.	N/A	3D8	2D8	2D6	1D6	2+11	***Amphibious*** UK
FV432 w/Peak Turret	L	T	Turret Mounted 7.62 GPMG (Med. AP:3/AT:0)	N/A	3D8	2D8	2D6	1D6	2+11	***Amphibious*** UK
Samaritan (FV104)	L	T	Unarmed	N/A	3D8	2D8	2D6	1D6	2+6	***Amphibious*** UK
Sultan (FV105)	L	T	7.62 GPMG (Med. AP:3/AT:0)	N/A	3D8	2D8	2D6	1D6	6	***Amphibious*** Command and Control (C2) Vehicle UK
EBR-90	L	W	90mm Cannon (AP:4/AT:3(M) 7.62 GPMG (Med. AP:3/AT:0)	4D	3D8	2D8	2D6	1D6	4	France
AML-60	L	W	60mm Breach Loading Mortar (AP:4/AT:2(M) 7.62 GPMG (Med. AP:3/AT:0)	3D	3D8	2D8	2D6	1D6	3	France
AML-90	L	W	90mm Cannon (AP:4D/AT:3D(M) 7.62 GPMG (Med. AP:3/AT:0)	3D	3D8	2D8	2D6	1D6	3	France
ERC-90 Sagaie	**L**	**W**	90mm Cannon (AP:4/AT:3(M)	3D	3D8	2D8	2D6	1D6	3	France
AMX-VCI	L	T	12.7mm HMG (AP:4/AT:1(L)	N/A	3D8	2D8	2D6	1D6	3+10	France
AMX 10P IFV	**L**	**T**	20mm Auto cannon (AP:3/AT:2(L)	3D	3D8 *(4D8 if Up-Armored)*	2D8 *(3D8 if Up-Armored)*	2D6 *(3D6 if Up-Armored)*	1D6 *(1D6 if Up-Armored)*	3+8	***Amphibious*** ***May be fitted with ERA*** ***Can be Up-Armored** – loses Amphibious capability* France
AMX 10RC	**L**	**T**	105mm Cannon (AP:4/AT:5(H) 7.62 GPMG (Med. AP:3/AT:0)	3D	3D8 *(4D8 if Up-Armored)*	2D8 *(3D8 if Up-Armored)*	2D6 *(3D6 if Up-Armored)*	1D6 *(1D6 if Up-Armored)*	3+8	***Amphibious*** ***May be fitted with ERA*** ***Can be Up-Armored** – loses Amphibious capability* France
Panhard M3	L	W	7.62mm MG (AP:3/AT:0) OR 12.7mm HMG (AP:4/AT:1(L)	N/A	3D8	2D8	2D6	1D6	2 +10	***Amphibious*** France
VAB VTT 4x4 APC	**L**	**W**	AA-52 GPMG (Lt. Support, AP:3/AT:0)	N/A	3D8	2D8	2D6	1D6	2+10	***Amphibious*** France
AMX-13/105	L	T	105mm Cannon (AP:4/AT:5(H) 7.62 GPMG (Med. AP:3/AT:0)	N/A	3D8	2D8	2D6	1D6	3	France
AMX-13 HOT	L	T	HOT ATGM Launcher (AP:5/AT:7(H) SACLOS	3D	3D8	2D8	2D6	1D6	3	France
AMX-13 TOW	L	T	TOW ATGM Launcher (AP:4/AT:5(H) SACLOS	3D	3D8	2D8	2D6	1D6	3	France
Luchs	**L**	**W**	20mm Autocannon (AP:3/AT:2(L)	3D	3D8	2D8	2D6	1D6	4	***Amphibious*** Germany

Marder 1A1	L	T	20mm Autocannon (AP:3/AT:2(L) Milan Missile Launcher (AP:4/AT:5(H) Tandem Warhead ignores ERA; SACLOS	3D	3D8	2D8	2D6	1D6	3+7	*Advanced Optics/Sensors* Germany
Jagdpanzer Rakete	L	T	2 x SS11 ATGW Launcher (AP:4/AT:4(H) *MCLOS*	3D	3D8	2D8	2D6	1D6	4	Germany
Jaguar 1	L	T	HOT ATGM Launcher (AP:5/AT:7(H) SACLOS	3D	3D8	2D8	2D6	1D6	4	*Drum Launcher contains 8 missiles.* Germany
Jaguar 2	L	T	TOW ATGM Launcher (AP:4/AT:5(H) SACLOS	3D	4D8	3D8	3D6	2D6	4	***Up-Armored*** Germany
Fuchs	L	W	Milan Missile Launcher (AP:4/AT:5(H) Tandem Warhead ignores ERA; SACLOS	3D	3D8	2D8	2D6	1D6	2+10	***Amphibious*** Germany
YPR-765	L	T	25mm Chain Gun (AP:5/AT:3(M)	3D	3D8	2D8	2D6	1D6	3+7	***Amphibious*** Netherlands
YP-408	L	W	12.7mm HMG (AP:4/AT:1(L)	3D	3D8	2D8	2D6	1D6	2 + 9	***Amphibious*** Netherlands
Lynx C&R	L	T	12.7mm HMG (AP:4/AT:1(L)	3D	3D8	2D8	2D6	1D6	3	***Amphibious*** Netherlands & Canada
LAV-25	L	W	25mm Chain Gun(AP:5/AT:3(M)	3D	3D8	2D8	2D6	1D6	3+6	***Amphibious*** ***Advanced Optics/Sensors*** USA (USMC)
LAV-AT	L	W	2 x TOW II ATGM (AP:5/AT:7(H)	3D	3D8	2D8	2D6	1D6	4	***Amphibious*** ***Advanced Optics/Sensors*** USA (USMC)
M901 ITV	L	T	2 x TOW II ATGM (AP:5/AT:7(H)	3D	3D8	2D8	2D6	1D6	4	***Amphibious*** ***Advanced Optics/Sensors*** USA (USMC)
AAV-7A1	L	T	M2HB (Hvy. : AP:4/AT:1(L)	N/A	3D8	2D8	2D6	1D6	3+25	***Amphibious*** USA (USMC)
JadgPanzer Kanone 90mm	L	T	90mm Cannon (AP:4D/AT:3D(M)	3D	3D8	2D8	2D6	1D6	4	***Limited Traverse*** ***Poor Move & Fire*** Germany
SpahPanzer Luchs	L	W	20mm Autocannon (AP:3/AT:2(L)	3D	3D8	2D8	2D6	1D6	4	Germany

NATO MEDIUM VEHICLES

NAME	CLASS	TYPE	FIREPOWER	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	ATTRIBUTES/NOTES/ NATION
M48A5 Patton MBT	M	T	105mm (AP:4/AT:5(H) M2HB (Hvy. : AP:4/AT:1(L)	3D	3D10	2D10	1D8	1D6	4	***Obsolete*** 105mm APERS round 6D vs troops in open/light cover (TQ Test for availability) USA
Centurion Mk 5/2	M	T	105mm (AP:4/AT:5(H) 7.62 GPMG (Med. AP:3/AT:0)	3D	3D10	2D10	1D8	1D6	4	***Obsolete*** UK
AMX-30B2 MBT	M	T	105mm (AP:4/AT:5(H) 20mm Coax (AP:3/AT:2(L)	3D	3D10	2D10	2D8	1D6	4	***Obsolete*** May be fitted with ERA France
FlakPanzer Gepard	M	T	2x 35mm Auto-cannon (AP:5, AT:3(L)		3D10	2D10	1D8	1D6	3	Germany

NATO HEAVY VEHICLES

NAME	CLASS	TYPE	FIREPOWER	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	ATTRIBUTES/NOTES/ NATION
M60A1 Patton RISE Passive MBT	H	T	105mm (AP:4/AT:5(H) M2HB (Hvy. AP:4/AT:1(L)	3D	4D10	3D10	2D8	2D6	4	*May be fitted with ERA (Blazer ERA)* *Advanced Optics/Sensors* USA
M60A3 TTS Patton MBT	H	T	105mm (AP:5/AT:6(H) M2HB (Hvy. AP:4/AT:1(L)	4D	4D10	3D10	2D8	2D6	4	*May be fitted with ERA (Blazer ERA)* *Advanced Optics/Sensors* *Enhanced Fire Control* *Improved MGs* USA
M1/IPM1 Abrams MBT	H	T	105mm (AP:5/AT:6(H) M2HB (Hvy. AP:4/AT:1(L)	4D	4D12	3D12	3D10	2D8	4	*Advanced Armor* *Improved MGs* *Enhanced Fire Control* *Advanced Optics/Sensors* USA
M1A1 Abrams MBT	H	T	120mm (AP:6D/AT: 9(H) M2HB (Hvy. AP:4/AT:1(L)	4D	4D12	3D12	3D10	2D8	4	*Heavy Hitter* *Advanced Armor* *Improved MGs* *Enhanced Fire Control* *Lifesaver* *Safe Haven* USA
Chieftain MBT (FV 4201)	H	T	120mm Rifled (AP:4/AT: 6(H) M2HB (Hvy. AP:4/AT:1(L)	3D	4D10	3D10	2D8	2D8	4	*HESH rounds give +1 Firepower die vs. structures* UK
Challenger I MBT (FV4030/4)	H	T	120mm (AP:5/AT:8(H)	3D	4D12	3D12	2D10	2D8	4	HESH rounds give +1 Firepower die vs. structures *Advanced Armor* *Enhanced Fire Control* UK
Leopard 1V	H	T	105mm (AP:4/AT:5(H) 7.62 M3 Mg (Med. AP:4/AT:0)	3D	5D8	4D8	3D6	2D6	4	*Poor Armor* *Up-Armored AFV* Dutch version of Leopard I, armor upgrades similar to Leopard 1A1 + armored skirts. Germany
Leopard 1A3 MBT	H	T	105mm (AP:4/AT:5(H) 7.62 M3 Mg (Med. AP:4/AT:0)	3D	4D10	3D10	2D8	2D8	4	*Advanced Optics/Sensors* Germany
Leopard 1A4 MBT	H	T	105mm (AP:5/AT:6(H) 7.62 M3 Mg (Med. AP:4/AT:0)	3D	4D10	3D10	2D8	2D8	4	*Enhanced Fire Control* *Advanced Optics/Sensors* Germany
Leopard 2A1 MBT	H	T	120mm (AP:5D/AT: 8(H) 7.62 M3 Mg (Med. AP:4/AT:0)	4D	4D12	3D12	3D10	2D8	4	*Safe Haven* *Lifesaver* *Enhanced Fire Control* *Advanced Optics/Sensors* *Advanced Armor* Germany
S-Tank	H	T	105mm Cannon (AP:4/AT:5(H)	4D	4D10	3D10	2D10	2D6	3	**Amphibious** (with preparation) Sweden

WARSAW PACT VEHICLES

WARSAW PACT SOFT-SKIN VEHICLES

Name	Class	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes
UAZ-469	S	W	Usually unarmed	N/A	1D6	1D6	1D6	1D6	1+4	
Zil 157 Specialty Van	S	W	Usually unarmed	N/A	1D6	1D6	1D6	1D6	1+13	

WARSAW PACT LIGHT VEHICLES

Name	Class	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes
BRDM-2	L	W	14.5mm HMG (Hvy. AP:4/AT:1(L)	3D	3D6	2D6	1D6	1D6	4	*Amphibious* *Poor Armor*
BRDM-AT	L	W	ATGM (AT-3) (AP:4/AT:4(H) MCLOS OR ATGM (AT-4/5) (AP:3/AT:4*(H), SACLOS **Ignores ERA, -1 Defense Die vs. Advanced ERA*	3D	3D6	2D6	1D6	1D6	4	*Amphibious* *Poor Armor*
BRM-1 (BMP-R)	L	T	73mm (AP:4/AT:2(M)	3D	3D8	2D8	2D6	1D6	3+7	*Amphibious* *Poor Armor*
BMD-1	L	T	73mm (AP:4/AT:2(M) ATGM (AT-3) (AP:4/AT:4(H) MCLOS	3D	3D6	2D6	1D6	1D6	3+5	*Amphibious* *Poor Armor* *Main Gun & ATGM may not be fired at the same time*
BMD-2	L	T	30mm Cannon (AP:3/AT:2(M) ATGM (AT-4/5) (AP:3/AT:4*(H), SACLOS *Ignores ERA, -1 Defense Die vs. Advanced ERA	3D	3D6	2D6	1D6	1D6	3+4	*Amphibious* *Poor Armor* *Main Gun & ATGM may not be fired at the same time*
BMP-2D			30mm Cannon (AP:3/AT:2(M) ATGM (AT-4/5) (AP:3/AT:4*(H), SACLOS *Ignores ERA, -1 Defense Die vs. Advanced ERA	3D	3D8	2D8	2D6	1D6	3+4	*Amphibious* *Main Gun & ATGM may not be fired at the same time*
BMP-1	L	T	73mm (AP:4/AT:2(M) ATGM (AT-3) (AP:3/AT:4(H)	3D	3D8	2D8	2D6	1D6	3+7	*Amphibious* *Poor Armor*
BMP-1 AA Variant	L	T	2x 57mm Auto-cannon (AP:5, AT:3(M)	N/A	3D8	2D8	2D6	1D6	5	*Amphibious* *Poor Armor*
BMP-2	L	T	30mm Cannon (AP:3/AT:2(M) ATGM (AT-4/5) (AP:3/AT:4*(H) **Ignores ERA, -1 Defense Die vs. Advanced ERA*	3D	3D8	2D8	2D6	1D6	3+7	*Amphibious* *Main Gun & ATGM may not be fired at the same time*
9P137/9P138	L	W	14.5mm HMG (Hvy. AP:4/AT:1(L) ATGM (AT-3) (AP:4/AT:4(H) MCLOS	3D	3D6	2D6	1D6	1D6	2	*Poor Armor*

BTR-50P	L	T	ZiS-2 50mm AT Gun (AP:3/AT:3(L)		3D6	2D6	1D6	1D6	4	*Amphibious* *Poor Armor*
BTR-60PA	L	T	Pintel Mounted MG (Med. AP:3/AT:0)	N/A	3D6	2D6	1D6	1D6	2+14	*Amphibious* *Poor Armor* *Open Top*
BTR-60PB	L	T	14.5mm HMG (Hvy. AP:4/AT:1(L)	3D6	3D6	2D6	1D6	1D6	3+8	*Amphibious* *Poor Armor*
BTR-70	L	T	14.5mm HMG (Hvy. AP:4/AT:1(L)	3D6	3D6	2D6	1D6	1D6	3+8	*Amphibious* *Poor Armor*
MT-LB	L	T	Turrent Mounted MG (Med. AP:3/AT:0)	N/A	3D6	2D6	1D6	1D6	2+11	***Amphibious*** ***Poor Armor***
ASU-85	L	T	SD-44 85mm Cannon (AP:4/AT:4(M)	3D	3D8	2D8	2D6	1D6	4	***Poor Move & Fire*** ***Limited Traverse***
OT-62 (Topaz)	L	T	82mm Recoilless Gun (AT:3/AP3:(M)	3D	3D6	2D6	1D6	1D6	2 + 16	***Exposed Gunner*** *(Gunner must exit vehicle to reload gun between shots)* ***Poor Armor***
OT-64 (SKOT)	L	W	14.5mm HMG (Hvy. AP:4/AT:1(L)	3D	3D6	2D6	1D6	1D6	2 + 18 (2 + 10 in airborne versions)	***Amphibious*** ***Poor Armor***
PT-76	L	T	D56-T 76.2mm Cannon (AT:3/AP:3(M)	3D	3D8	2D8	2D6	1D6	3	***Amphibious***
ZSU-23-4	L	T	4x 23mm Auto-cannon (AP:4, AT:3(M)		3D8	2D8	2D6	1D6	4	
ZSU 57-2	L	T	2x 57mm Auto-cannon (AP:5, AT:3(M)		3D8	2D8	2D6	1D6	6	
9K31 Strela-1 (SA-9 Gaskin)	L	T	4 x 9m31 Surface to Air Missiles		3D8	2D8	2D6	1D6	3	

WARSAW PACT HEAVY VEHICLES

Name	Class	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes
T-55A	H	T	100mm (AP:5/AT:4(H) 12.57 HMG (Hvy. Support: AP4/AT1(L)	3D	3D8	2D8	1D8	1D6	4	***Obsolete*** ***Light for Class***
T-62M	H	T	115mm (AP:4/AT:5(H) 12.57 HMG (Hvy. Support: AP4/AT1(L) AT-10 Stabber (AP:4/AT:5(H), SACLOS	3D	4D8	3D8	2D8	1D6	4	***Obsolete*** ***Up-Armored AFV*** ***Light for Class*** *Main gun and AT missile cannot be fired in the same turn.*
T-64BM	H	T	125mm (AP:4/AT:6(H) 12.57 HMG (Med Support: AP4/AT1)	3D	4D10	3D10	2D8	2D6	4	***May be fitted with ERA*** ***Advanced Optics/Sensors***
T-72A	H	T	125mm (AP:4/AT:6(H) 12.57 HMG (Hvy. Support: AP4/AT1(L) ATGM (AT-4/5) (AP:3/AT:4*(H) **Ignores ERA, -1 Defense Die vs. Advanced ERA*	3D	4D10	3D10	2D8	2D6	3	***May be fitted with ERA*** ***Death trap*** ***Advanced Optics/Sensors*** *Gun and ATGM may not be fired in same turn*
T-80B	H	T	125mm (AP:4/AT:6(H) 12.57 HMG (Hvy. Support: AP4/AT1(L) ATGM (AT-8) (AP:4/AT:6(H)* SACLOS **Ignores ERA, -1 Defense Die vs. Advanced ERA*	3D	4D10	3D10	2D8	2D6	3	***May be fitted with ERA*** ***Death trap*** ***Advanced Optics/Sensors*** *Gun and ATGM may not be fired in same turn*

EQUIVALENT NATO WEAPONS

Type	Weapon Rating	Common Name	Belgium	Canada	Denmark	FRG	Netherlands	UK	USA
5.56x45mm LMG	Lt. AP:1/AT:0	FN Minimi	FN Minimi	C9				Minimi	
5.56x45mm rifle	Small Arms	M16 types		C7				M16	M16A1/A2
7.62x51mm LMG	Med. AP:2/AT:0	M1919 types		C5/C5A1					
7.62x51mm MG	Med. AP:2/AT:0	MG42 types			Mg M/62	MG3			
7.62x51mm MG	Med. AP:2/AT:0	FN MAG-58	FN MAG-58	C6				L7A1	
7.62x51mm rifle	Small Arms	G3 types			Gv M/66 / M/75	G3A3/G3ZF/G3A4			
7.62x51mm rifle	Small Arms	FN FAL		C1/C1A1			FAL	L1A1 SLR	
84mm RR	AP:3/AT:3(M)	Carl Gustav M2/M3			Dykn M/79 / M/85	Pzf 84mm	TLV	L14A1	M3 RAAWS
9mm SMG	SMG	Uzi				MP2/MP2A1	Uzi		
9mm SMG	SMG	MP5 types			Mp M/85	MP5A2/A3		MP5A3	
9mm SMG	SMG	MP5SD types			Mp M/85LD	MP5SD3		MP5SD3	

ATGMS & SHOULDER LAUNCHED AT WEAPONS

NATO ATGMS

Missile Name	Attack	Nation(s) of Service	Years in Service	Guidance	Notes
ENTAC	(AP:4/AT:4(M)	France	1957-74	MCLOS	Long arming distance
SS-10	(AP:3/AT:3(M)	France	1955-62	MCLOS	Long arming distance
SS-11	(AP:4/AT:4(M)	France (Used by NATO nations)	1953-80s	MCLOS, but later Harpon version is SACLOS	Long arming distance
Milan	(AP:4/AT:5(H)	NATO ex-US	1972 on	SACLOS	Long arming distance
HOT	(AP:5/AT:6(H)	France/Germany	1977 on	SACLOS	
Cobra	(AP:3/AT:3(H)	Germany	1957-68	MCLOS	
Mosquito	(AP:4/AT:4(H)	Italy	1961-early 80s	MCLOS	Long arming distance
Swingfire	(AP:5/AT:6(H)	UK/Belgium	1966-95	MCLOS, later improved to SACLOS	
Dragon	(AP:4/AT:4(H)	US/Netherlands	1975-95	SACLOS	
TOW-1	(AP:4/AT:4(H)	NATO wide	1970 on	SACLOS	
I-TOW	(AP:4/AT:5(H)	US	1981 on	SACLOS	
TOW-2	(AP:5/AT:6(H)	US/NATO	1983 on	SACLOS	
TOW-2A	(AP:5/AT:6(H)	US/NATO	1987 on	SACLOS	
Hellfire	(AP:6/AT:7(H)	US	1984 on	SACLOS (SALH)	Long arming distance
Shillelagh	(AP:5/AT:6(H)	US only	1971 to 1990s	IR SACLOS	Long arming distance

SOVIET ATGMS

Missile Name	Attack	Entered Service	Launch Platform	Guidance	Notes
AT-1 Snapper	(AP:3/AT:3(M)	1960	Gaz Truck, BRDM-1	MCLOS	Long arming distance
AT-2 Swatter	(AP:3/AT:3(M)	1964	Mi-8, Mi-24 and 25, BRDM-1 and 2	MCLOS, C model upgraded to SACLOS	Long arming distance
AT-3 Sagger	(AP:3/AT:4(M)	1963	BMP-1, BRDM-2, Mi-2, MI-8, Mi-24, man portable	MCLOS (A/B models), SACLOS (C version)	Long arming distance
AT-4 Spigot	(AP:4/AT:4(H)	1970	BMP-1P, BTR-D, UAZ-469, Manportable	SACLOS	
AT-5 Spandrel	(AP:4/AT:4(H)	1974	BMP-2, BRDM-2, BMD-2	SACLOS	Tandem Warhead: Ignores ERA
AT-6 Spiral	(AP:4/AT:4(H)	1976	Mi-24, 9P149 Shturm-S	SACLOS	Long arming distance
AT-7 Saxhorn	(AP:4/AT:4(H)	1979	Manportable; Can be fired from enclosed space	SACLOS	
AT-8 Songster	(AP:4/AT:4(H)	1980	T-64/80 Tanks; Can engage Must be reloaded from outside vehicle.	SACLOS	Suffers a -1 Die Shift to TQ if fired at targets within 24"
AT-10 Stabber	(AP:4/AT:4(H)	1983	MT-12 ATG, T-55	SACLOS	Long arming distance
AT-11 Sniper	(AP:4/AT:6(H)	1980s	T-72/T-80 tanks	SACLOS	Suffers a -1 Die Shift to TQ if fired at targets within 24"
AT-12	(AP:4/AT:4(H)	1980s	T-62 tanks	SACLOS	Long arming distance

NATO AT LAUNCHERS

Weapon System	Firepower	In Service	Country of Origin	Notes
Carl Gustav	AP:3/AT:4(H)	1948	Sweden	
Armbrust	AP:2/AT:3(H)	1980s	Germany	
Panzerfaust 44	AP:2/AT:4(M)	1961	Germany	
M72 LAW	AP:2/AT:2(M)	1963	US	
M72A2/M72A3 LAW	AP:2/AT:3(H)	1977	US	
Aris IV	AP:2/AT:3(H)	1984	Greece	
L6 Wombat	AP:4/AT:4(M)	1950s	Great Britain	
M136 (AT4)	AP:3/AT:3(H)	1980s	Sweden	

SOVIET AT LAUNCHERS

Weapon System	AP	In Service	Country of Origin	Notes
RPG-2	AP:2/AT:2(M)	1949	USSR	
RPG-7	AP:2/AT:3(M)	1961	USSR	
OG-7V Warhead	AP:4/AT:0	Used in RPG-7	USSR	
PG-7VL Warhead	AP:4/AT:4(H)	Used in RPG-7	USSR	
PG-7VR Tandem	AP:4/AT:4(H)	Used in RPG-7	USSR	Ignores ERA/Reactive Armor
RPG-16	AP:2/AT:3(H)	1970	USSR	
RPG-18	AP:2/AT:4(H)	1970s	USSR	Loses 1 extra firepower dice against targets with ERA/Reactive Armor
RPG-22	AP:2/AT:4(H)	1980s	USSR	
RPG-26	AP:3/AT:4(H)	1980s	USSR	
RPG-27	AP:3/AT:4(H)	Late 1980s	USSR	Ignores ERA/Reactive Armor
RPG-29 Vampir	AP:4/AT:5(H)	1989	USSR	
SPG-82	AP:2/AT:2(M)	1944	USSR	

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GLOSSARY OF TERMS & ACRONYMS

AGL:	Automatic Grenade Launcher
AK-74:	Avtomat Kalashnikova; Kalashnikov automatic rifle
ALS:	Advanced Life Saving
AP:	Anti-Personnel
AT:	Anti-Tank
ATGM:	Anti-Tank Guided Missile
BDA:	Battle Damage Assessment
CASEVAC:	Casualty Evacuation
CCP:	Casualty Collection Point
CCT:	Combat Control Team
COIN:	Counter Insurgency
CSAR:	Combat Search and Rescue
DEVGRU:	Naval Special Warfare Development Group
DShK:	Degtyarov-Shpagin Krupnokalibernyj; Degtyarov-Shpagin Large Caliber; Russian heavy machine gun
EOD:	Explosive Ordinance Demolition – the "bomb squad"
ETAC:	Enlisted Terminal Attack Controller
FO:	Forward Observer. A spotter for artillery fires
FSG:	Fire Support Group
FTL:	Fireteam Leader
GMG:	Grenade Machine Gun (See AGL)
GPMG:	General Purpose Machine Gun
HLS:	Helicopter Landing Site
HLZ:	Helicopter Landing Zone
HMG:	Heavy Machine Gun
HMMWV:	High Mobility Multipurpose Vehicle. The ubiquitous "Hummer" or "Humvee"
HUMINT:	Human Intelligence
IED:	Improvised Explosive Device
JDAM:	Joint Direct Attack Munition
JTAC:	Joint Terminal Air Controller
KIA:	Killed in Action
LMG:	Light Machine Gun
M2HB:	M2 Heavy Barreled Machine Gun (.50 Caliber Browning MG)
MEDEVAC:	Medical evacuation
MFC:	Mortar Fire Controller
MG:	Machine Gun
ODA:	Operational Detachment Alpha. SF "A-Team"
OP:	Observation Post
OP:	Operation
PJ:	US Para-Jumper. Elite USAF rescue and combat medicine experts
PKM:	Pulyemyet Kalashnikova Modernezerovanoi: Kalashnikov Modernized Machine Gun; a Russian GPMG
QRF:	Quick Reaction Force
RGL:	Rifle Grenade Launcher
RPG:	Rocket Propelled Grenade
RWS:	Remote Weapon System – usually a top mounted weapon system that can be controlled within the vehicle without exposing the gunner
SAW:	Squad Automatic Weapon
SEAL:	Sea, Air, and Land. Naval special operations Forces
SF:	Army Special Forces. "Green Berets"
SIGINT:	Signal Intelligence
SMU:	Special Mission Unit
SOF:	Special Operations Forces
SQL:	Squad Leader
TAC:	Terminal Air Controller
TACP:	Tactical Air Control Party
TF:	Task Force
TQ:	Troop Quality
UGL:	Under-slung Grenade Launcher (See RGL)
VPB:	Vehicle Patrol Base
WIA:	Wounded in Action

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AN EXCELLENT POSITION

One of your units has found an excellent position that affords them unexpected protection from enemy fire!

You may designate which of your units has located this “excellent position.” As long as the unit stays in its current position it receives an additional Defense die over and above any Cover or Armor dice. If the unit moves, it loses this advantage. Other units moving into the same position will *not* receive the additional Defense die.

This card may *not* be played on a fortified position.

This card is played immediately.

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This card may *not* be played on a fortified position.

This card is played immediately.

FOR WHOM THE BELL TOLLS

The company net informs you that soldiers from your company have been injured or killed in another engagement. Roll 1D6 to determine how the news affects them:

1-3: Your force becomes despondent and demoralized. Lower your force’s Morale die by one type (i.e., D8 Morale is reduced to D6). Morale cannot be lowered beyond D6.

4-6: Your force is fired up and hungry for some pay-back! Raise the Morale of every unit in your force by one die type (i.e., D8 Morale is raised to D10). Morale cannot be raised above D12.

This card is played immediately.

YOU’RE GROUNDED!

A ferocious storm blows up, grounding all air assets.

All units have their Optimum Range reduced to 6”.

This card is played immediately.

AMMO CONDITION BLACK

A supply snafu has left your units low on ammo. Your force is now considered to be Poorly Supplied.

This card is played immediately.

AMMO CONDITION BLACK

A supply snafu has left your units low on ammo. Your force is now considered to be Poorly Supplied.

This card is played immediately.

BLUE ON BLUE!

One of your units has been struck by friendly fire, either from an errant aircraft or off target indirect fire.

Randomly determine which unit has been struck. If it is an infantry unit, each figure in the unit must roll a 4+ to avoid becoming a casualty. If a vehicle is struck, roll on the 2 Hits column of the Vehicle Damage Results chart.

If you had air assets, they are grounded as a result of the attack and lost for the rest of the game.

This card is played immediately.

BLUE ON BLUE!

One of your units has been struck by friendly fire, either from an errant aircraft or off target indirect fire.

Randomly determine which unit has been struck. If it is an infantry unit, each figure in the unit must roll a 4+ to avoid becoming a casualty. If a vehicle is struck, roll on the 2 Hits column of the Vehicle Damage Results chart.

If you had air assets, they are grounded as a result of the attack and lost for the rest of the game.

This card is played immediately.

ECM

Your force has managed to mount a successful ECM attack against the enemy, temporarily shutting down their radio communications.

The opposing player loses one Initiative die on the next Initiative check.

This card may be held and played later.

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The opposing player loses one Initiative die on the next Initiative check.

This card may be held and played later.

AIR STRIKE!

One of your units is hit by an enemy air strike! The randomly determined unit immediately suffers an AP:8/AT:6(H) Firepower attack.

This card is played immediately.

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This card is played immediately.

WHERE ARE YOU GOING?

One asset of your opponent's choice is recalled by higher command or is required to support a sister unit in contact. "Assets" include AFVs, attached weapon teams, or air/artillery support.

Roll 1D6:

1-2: Leaves immediately, even if activated this turn.

3-4: Leaves next time it activates.

5-6: Agrees to stick around 1 more turn. Roll again at the end of your next turn.

This card is played immediately.

THE 10,000 MILE SCREWDRIVER...

An officer in the lofty realms of the chain of command takes a personal interest in your operation and decides he knows better than any mere grunt on the ground. His confusing and poorly considered commands, passed down through the company net, have robbed your force of its tactical initiative.

Your force loses Initiative (if you had it) and you cannot regain Initiative until General Confusion loses interest in your operation. Roll a D6 at the end of each turn. On a 5 or 6 the General has lost interest and you can test for Initiative on the following turn. Otherwise, your opponent automatically gains Initiative.

This card is played immediately.

CRACK ON!

A unit of your choice is in the zone! They're clicking along like a well-oiled machine and nothing can stand in their way!

The selected unit's TQ and Morale are raised by one die type and they are treated as if they have High Confidence for the duration of the turn (at the end of the turn, all values return to normal).

This card is played immediately.

MAN DOWN!

A randomly selected unit in your force has suffered a non-combat casualty. Immediately treat the unit as if it has taken a casualty. Roll on the First Aid table appropriate to the unit to determine the severity of the casualty's injuries.

This card is played immediately.

MAN DOWN!

A randomly selected unit in your force has suffered a non-combat casualty. Immediately treat the unit as if it has taken a casualty. Roll on the First Aid table appropriate to the unit to determine the severity of the casualty's injuries.

This card is played immediately.

THE COST OF THE LOWEST BIDDER

A randomly determined vehicle in your force suffers a breakdown of some sort. Roll a D6:

1 – Electrical system failure. Vehicle completely disabled

2 – 3: Mobility failure – vehicle is immobilized

4 – 5: MGs or AGLs are so jam prone that they cannot lay down effective fire

6 – Main gun disabled

This card is played immediately.

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2 – 3: Mobility failure – vehicle is immobilized

4 – 5: MGs or AGLs are so jam prone that they cannot lay down effective fire

6 – Main gun disabled

This card is played immediately.

SHUFFLING THE STACK

New fast-air assets are arriving while those that are bingo on fuel withdraw. JTACs/FACs need some time to orient the new pilots to troop positions on the ground to avoid de-confliction and a possible friendly fire incident.

Your force may not call for any further air strikes from the time this card is drawn until the end of the next turn.

This card is played immediately.

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Your force may not call for any further air strikes from the time this card is drawn until the end of the next turn.

This card is played immediately.

AMPED UP!

Your force’s squad and platoon level leaders are doing a fine job of focusing your men’s attention on the job at hand – their situational awareness is so amped up that it’s highly unlikely anyone will get the jump on them!

Your units receive a +1 to all Reaction tests for the duration of the game.

This card is played immediately.

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Your units receive a +1 to all Reaction tests for the duration of the game.

This card is played immediately.

THE GOLDEN BB

This card may be played by any AT capable weapon at the time that it engages a vehicular target. The vehicle engaged is automatically destroyed, brewing up in such a dramatic fashion that it raises the morale of the AT weapon’s force by one die type and lowers the morale of the opposing force one die type for the duration of the current turn.

This card may be held by the drawing player until their next AT fire at a vehicle, then it must be played.

I JUST GAVE IT A GOOD SMACK!

An enterprising crew member is able to put his mechanical skills to good use and restore one of your broken-down vehicles to action!

If your Force has suffered any Fog of War induced vehicle breakdowns (not combat damage), this card will restore one of them to action. Randomly determine which vehicle is repaired.

This card may be held and played later.

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An enterprising crew member is able to put his mechanical skills to good use and restore one of your broken-down vehicles to action!

If your Force has suffered any Fog of War induced vehicle breakdowns (not combat damage), this card will restore one of them to action. Randomly determine which vehicle is repaired.

This card may be held and played later.

WHO GOES THERE?

A storm descends upon the battlefield, obscuring vision and muting sound.

All fire is treated as if it is outside Optimum Range and units more than 18” away may not be engaged at all. All units on both sides may only make Tactical moves for fear of drawing friendly fire. All air assets are grounded.

Vehicles with advanced thermal optics function normally.

This effect remains in play for the duration of the game unless a Fog of War card negating it is drawn.

This card is played immediately.

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A BREAK IN THE CLOUDS

The sun breaks through the clouds and momentarily drives away the dust, sandstorm or any other negative weather effect currently in play.

This card negates any weather related Fog of War or scenario effects for the duration of the game or until a new weather Fog of War card is drawn.

This card is played immediately.

SORRY GUYS, EVERYTHING'S TASKED...

Sometimes, close air support is stretched thin and even urgent requests cannot be met immediately.

Play this card to automatically block one of your opponent's CAS strike requests.

This card may be held and played later.

SORRY GUYS, EVERYTHING'S TASKED...

Sometimes, close air support is stretched thin and even urgent requests cannot be met immediately.

Play this card to automatically block one of your opponent's CAS strike requests.

This card may be held and played later.

ABORT! ABORT!

Sometimes TACs or FOs make such egregious errors in the heat of combat that no amount of fail-safes can save them. This is one of those times. Someone's managed to mix up the GPS grids to potentially tragic results…

Play this card when one of your opponent's JTACs or FOs calls in an air strike or artillery/mortar/MLRS salvo. Instead of its intended target, the strike will land squarely on the unit that requested it.

This card may be held and played later.

IT'S A BAD DAY TO DIE

One of your units is seized by a sense of impending doom that fills them with dread and melancholy.

A randomly determined unit in your force suffers a -1 Negative Die Shift to their Morale (cannot be reduced below D6 by this card) and loses one level of Confidence (cannot be reduced below Poor Confidence with this card) for the duration of the game or until countered by another Fog of War card.

This card is played immediately.

IT'S A GOOD DAY TO DIE

One of your units is filled with a gallant disregard for their own safety and intense desire to "get the job done."

A randomly determined unit in your force receives a +1 Positive Die Shift to their Morale (cannot be raised above D12 by this card) and gains one level of Confidence (cannot be raised above High Confidence with this card) for the duration of the game or until countered by another Fog of War card.

This card is played immediately.

SMOKE 'EM IF YOU GOT 'EM!

The exertion of combat and the heavy loads carried by the troops has taken its toll on an infantry unit belonging to the initiative player. A randomly determined infantry unit which has not yet been activated must spend the duration of the turn recovering from their efforts. It may react to enemy fire, but with a -1 die roll modifier to its Reaction test die-roll. The unit's firepower is halved.

This card is played immediately.

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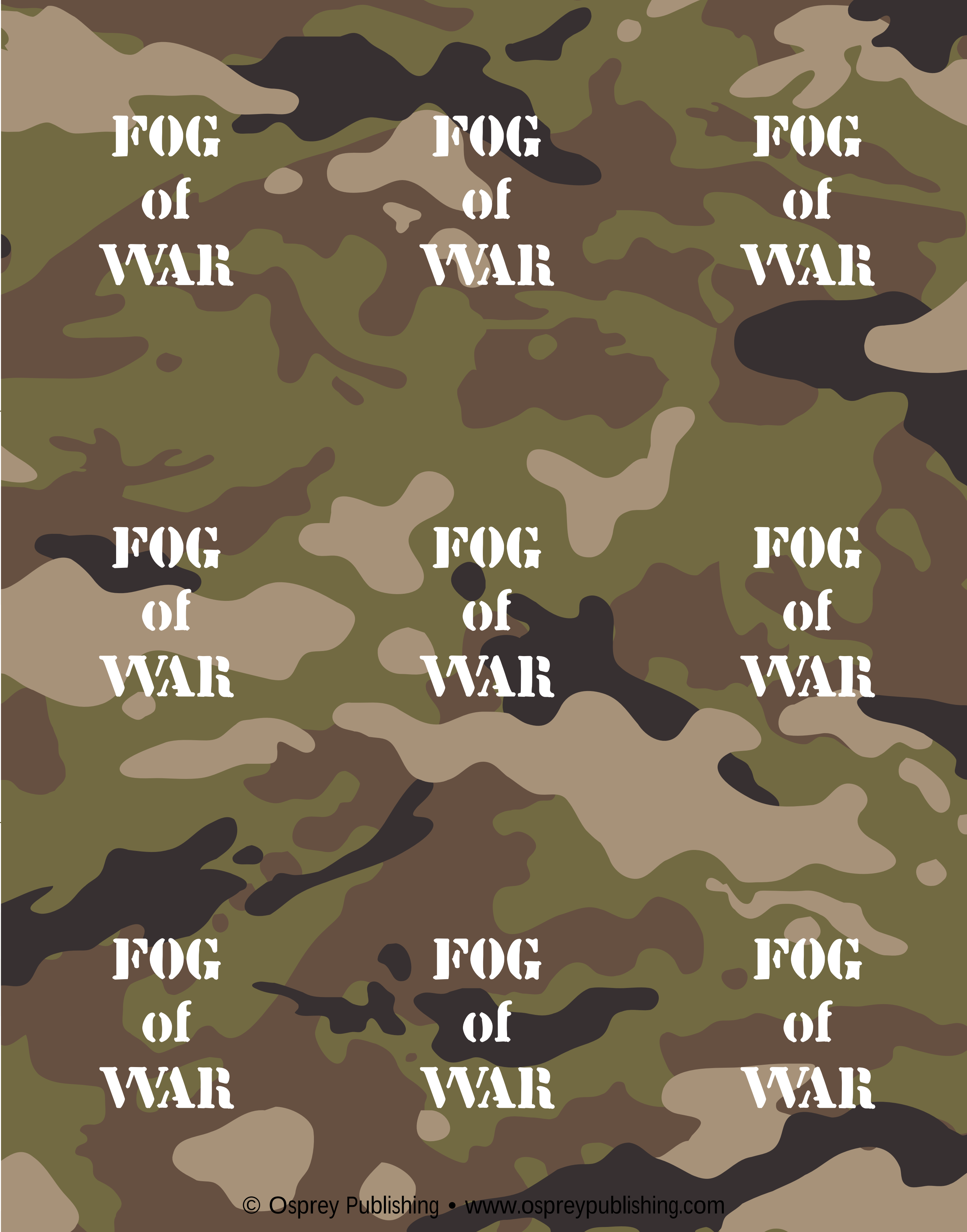
The exertion of combat and the heavy loads carried by the troops has taken its toll on an infantry unit belonging to the initiative player. A randomly determined infantry unit which has not yet been activated must spend the duration of the turn recovering from their efforts. It may react to enemy fire, but with a -1 die roll modifier to its Reaction test die-roll. The unit's firepower is halved.

This card is played immediately.

CAUGHT NAPPING!

Lack of sleep, heat and constant stress or a case of D&V has taken its toll on an infantry unit belonging to the non-initiative player. A randomly determined Non-Initiative infantry unit which has not yet failed a Reaction test (i.e., is still eligible to React) loses its ability to React to enemy units. The unit may react to enemy fire directed at it, but with a -1 die roll modifier to its Reaction test die-roll. The unit's firepower is halved.

This card is played immediately.



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This card is played immediately.

WHERE'D THEY COME FROM?

A base of displaced civilians appears in the middle of the battlespace. Randomly determine direction by rolling for table edge. The civilians will then continue across the board in a straight line at 3" movement per turn until they exit the board or are dispersed by NATO forces.

This card is played immediately.

WHERE'D THEY COME FROM?

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This card is played immediately.

IS THAT A CIVIE?

A base of civilians appears in the middle of the battlespace in a randomly determined structure or building. They will attempt to flee the contact as per the Displaced Civilian rules or until they are dispersed by NATO forces.

This card is played immediately.

IS THAT A CIVIE?

A base of civilians appears in the middle of the battlespace in a randomly determined structure or building. They will attempt to flee the contact as per the Displaced Civilian rules or until they are dispersed by NATO forces.

This card is played immediately.

RENDER AID

A base of civilians carrying a wounded child who has been caught in the crossfire appears within 6" of a randomly determined NATO unit. The NATO unit *must* provide basic medical care or call forward their medic/Corpsman to do so for one full turn before sending the civilians to the rear – they will walk at 3" per turn toward the safest, logical table edge.

This card is played immediately.

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This card is played immediately.

PATROL LINK UP

A nearby patrol monitoring your frequency has arrived to assist. Roll 1D8 to see who has arrived:

1-4: Two fireteams of infantry with a section/squad leader (nine personnel)

5-6: A light vehicle mounted patrol of 2 light vehicles

7-8: A medium vehicle mounted patrol of 1 medium AFV

Choose any suitable model from your collection. They may be deployed on any table edge no further than 12" from another friendly element. The vehicle crew or infantry have a Troop Quality/Morale of D8/D10 Confident.

This card is played immediately.

SF'S COMING IN

A patrol of four special operators on a special reconnaissance tasking in the area links up with your force. They attach themselves to a unit you designate. They are Stealthy and have Night Vision. They are armed with assault rifles with UGLs and one SAW and 1D body armor. They are all Advanced First Aid trained and can call in air support with the SF bonus. They have a Troop Quality/Morale of D10/D12. They may be separated from the unit to act on their own if desired.

This card is played immediately.

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SNIPERS HAVE EYES ON

An off-board sniper team chimes onto your net and announces they have eyes on your operation. These stealthy hunters will add a little punch to your force! On each turn, you may pick one enemy unit for the off-board sniper teams to engage.

Roll 1D6 to determine if the sniper team is in position to effectively engage the target unit:

1: Sniper team can't engage the target unit.

2-3: Sniper team engages target w/5D10 Firepower. Cannot designate leaders/support weapons as casualties.

4-5: Sniper team engages target w/5D10 Firepower. Can designate leaders/support weapons as casualties.

6: Sniper team has been recalled. No fire this turn. Discard this card immediately.

Off board teams may not be fired upon.

This card is played immediately.

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2-3: Sniper team engages target w/5D10 Firepower. Cannot designate leaders/support weapons as casualties.

4-5: Sniper team engages target w/5D10 Firepower. Can designate leaders/support weapons as casualties.

6: Sniper team has been recalled. No fire this turn. Discard this card immediately.

Off board teams may not be fired upon.

This card is played immediately.

THAT'S A MEDAL OF HONOR RIGHT THERE!

A member of one of your units performs an act of self-sacrificing valor to save the lives of his comrades. This card can be played when an infantry unit receives multiple casualties in a single round of fire. The number of casualties taken, however many there were, is reduced to 1 (randomly roll which one remains a casualty). This card may be held and played later.

STOPPAGE!

A randomly determined support weapon in a randomly determined unit in your force seizes up and cannot be restored to action for the duration of the game (unless the "I Just Gave it a Good Smack" card is played).

This card is played immediately.

STOPPAGE!

A randomly determined support weapon in a randomly determined unit in your force seizes up and cannot be restored to action for the duration of the game (unless the "I Just Gave it a Good Smack" card is played).

This card is played immediately.

TIME OUT FOR LOOTING (WARSAW PACT ONLY)

One Warsaw Pact unit (either fire team or squad depending on organization) out of LOS of the platoon level leadership and not in contact with the enemy spends their activation stationary and unable to initiate reaction fire while they gather up some tasty Western loot.

This card is played immediately.

TIME OUT FOR LOOTING (WARSAW PACT ONLY)

One Warsaw Pact unit (either fire team or squad depending on organization) out of LOS of the platoon level leadership and not in contact with the enemy spends their activation stationary and unable to initiate reaction fire while they gather up some tasty Western loot.

This card is played immediately.

FIRE! FIRE!

Your rounds have struck something flammable and set a structure ablaze!

You may designate any building within LOS of one of your units (or anywhere on the table if you have air support with offensive capabilities) and declare that it is burning. Any figures in the building must immediately evacuate to a point at least 4" from the building. They may be fired on by units that are on Overwatch or by Defensive Fire if appropriate. The building is impassable for the duration of the game.

This card is played immediately.

FIRE! FIRE!

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You may designate any building within LOS of one of your units (or anywhere on the table if you have air support with offensive capabilities) and declare that it is burning. Any figures in the building must immediately evacuate to a point at least 4" from the building. They may be fired on by units that are on Overwatch or by Defensive Fire if appropriate. The building is impassable for the duration of the game.

This card is played immediately.

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INCOMING!

One of your units is struck by a random barrage of mortar fire.

Randomly determine the unit that is hit by the mortar rounds. The affected unit is struck with an attack of AP:6D6/AT:2D6.

This card is played immediately.

INCOMING!

One of your units is struck by a random barrage of mortar fire.

Randomly determine the unit that is hit by the mortar rounds. The affected unit is struck with an attack of AP:6D6/AT:2D6.

This card is played immediately.

GAS! GAS! GAS!

New intelligence indicates that an attack with chemical weapons is imminent. Your force must don its chem gear and fight on as best they can.

All infantry units in your force receive a -1 to their Reaction Test rolls and suffer a 1 die type reduction to their Troop Quality (units cannot be reduced below D6). These penalties apply until the end of the game or until countered by another FoW card draw.

This card is played immediately.

GAS! GAS! GAS!

New intelligence indicates that an attack with chemical weapons is imminent. Your force must don its chem gear and fight on as best they can.

All infantry units in your force receive a -1 to their Reaction Test rolls and suffer a 1 die type reduction to their Troop Quality (units cannot be reduced below D6). These penalties apply until the end of the game or until countered by another FoW card draw.

This card is played immediately.

ALL CLEAR!

This card negates the effects of the **Gas! Gas! Gas!** Fog of War card.

This card may be held and played later.

ALL CLEAR!

This card negates the effects of the **Gas! Gas! Gas!** Fog of War card.

This card may be held and played later.

SHOULD WE TURN THIS ON?

GSR, or Ground Surveillance Radar, was a mixed blessing. It could reveal the enemy, but it also acted as a beacon for enemy artillery and airstrikes.

The drawing player must make a TQ test with their highest echelon leader. If the test is passed, the enemy player may not use Out of Contact movement for the rest of the game. If failed, opposing player gets one free fire mission form a heavy artillery battery (AP:10/AT:3(H) Deck Attack, 8” radius). This salvo is in addition to any artillery assets granted by the scenario and does not require an FO.

WAS THAT FLASH HAMBURG!?

Rumors have reached your units that tactical nuclear warfare has broken out. Make a TQ roll for each unit on your side. If the unit fails, it must move towards the nearest cover and remain there for the entire next turn.

This card can only be played once per game and must be played immediately.

BRATS AND SCHNAPPS

One NATO unit (either fire team or squad depending on organization) out of LOS of platoon level leadership and not in contact with the enemy spends their activation stationary and unable to initiate reaction fire while they partake in some local culinary culture.

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